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Future PUBLISHING

ISSUE 53 £4.25 SEPTEMBER 1995

ISSUE 53

QUALITY AMIGA PERIPHERALS & SOFTWARE

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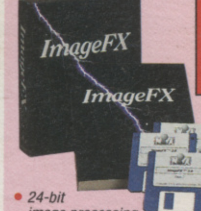
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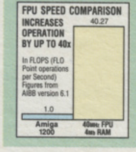

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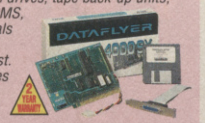

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AMIGA POWER
ISSUE 53 SEPTEMBER '95

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But DON'T EVER, EVER PHONE FOR CHEATS. Ever.

WE WERE AMUSED TO SEE THAT
Judge Dredd was Star Wars In Lycra. Judge Fargo? Obi-Wan Kenobi more like. The bike chase? The speeder bike chase, obviously. Rico's prison cell? Surely a copy of the tractor beam control bay. Prison Judges? Pah! Stormtroopers if ever we saw some. (And so on.)

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THE NEW LOOK, OLD LINE-UP AMIGA POWER IS PRINTED IN THE UK. BUT TIME MARCHES ON...
A member of the Audit Bureau of Circulations
ABC
Registered circulation
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July-Dec 1994

THIS MONTH WE KEPT FINDING
Curiously multi-faceted dice all over the floor.

© Future Publishing 1995

REGULARS

10 READ ABOUT SOME NEW THINGS

Previews, what's happening (or not) with the Amiga's new German owners, cartoon conspiracy theories and a strange cure for vertigo-induced dizzy spells.

59 'SURF' THE AMIGA POWER 'NET' THING

There will soon be more Internet sites than people. Read ours before you are crushed.

60 SOLVE YOUR WOES. AND, ERM, THINGS

A respectably healthy 13 pages of tips and solutions, including everything you need to know about *Super Street Fighter 2* combos. Zoicks.

74 BUY MORE OF OUR CHEAP THINGS

Details on back issues, books, and the savings that subscribing can provide.

76 DO THE WRITE THING

Your responses to Team 17's curious behaviour, plus the start of a campaign to bring games back into our letters pages. How hard can it be?

88 SELL OR SWAP ALL YOUR OLD THINGS

The offers get odder and the pen-pals get more desperate in the world's only themed reader ads page.

90 PACK UP YOUR SCHOOL THINGS

The middle of the summer holidays can only mean one thing – it's time the shops start reminding you about next term.

SCRRRREEEEEEE

As another cubic tonne of airborne pollution spills into our open mouths, WE INVESTIGATE the proliferation of driving games. Where did they come from? Why are they so phenomenally popular? What possible excuse could we have for using that picture of JFK again? Remain calm. All essential information will be disseminated. Page 26.

WHATEVER HAPPENED TO...

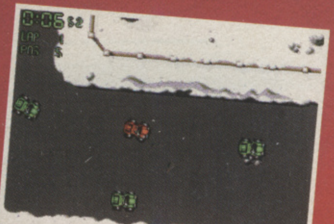
...GAME REVIEWS? We weep bitter tears for a lost art. Witness our discomfiture upon page 56.

F THIS IS TH
SORT OF THING
YOU LIKE, THEN
YOU'LL LIKE THI

IN THE STYLE OF SPECIAL

And lo, there appeared before them a Multitude; a Host of coloured Pictures; a Gallery. They fell prostrate. Page 36.

LEM FICTION

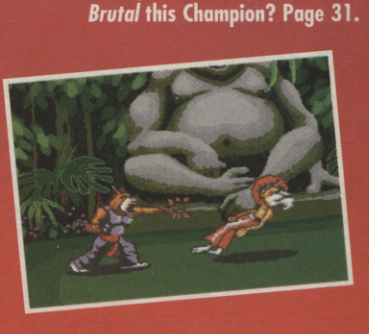


BRUTAL

A Blight of Sloughing was upon The People. Loud were their wails. A Champion was sought: a Champion who could wrest the Torc of Power from the evil Underlord; a Champion who held the Birthright of Correspondax. Was *Brutal* this Champion? Page 31.

TURBO TRAX

It was the Age of Waiting. Many moon-periods had passed since the forging of *Turbo Trax* in the Springs of Eternal Night. Now the Time of Blooding had come. Page 22.



SUE WOULD JUST LIKE TO SAY: "It's in the bag y'know."

JONATHAN DAVIES WOULD JUST LIKE TO SAY: "Oh, go on."

CAM WOULD JUST LIKE TO SAY: "Keelhauling – now there's a cruel and unusual punishment."

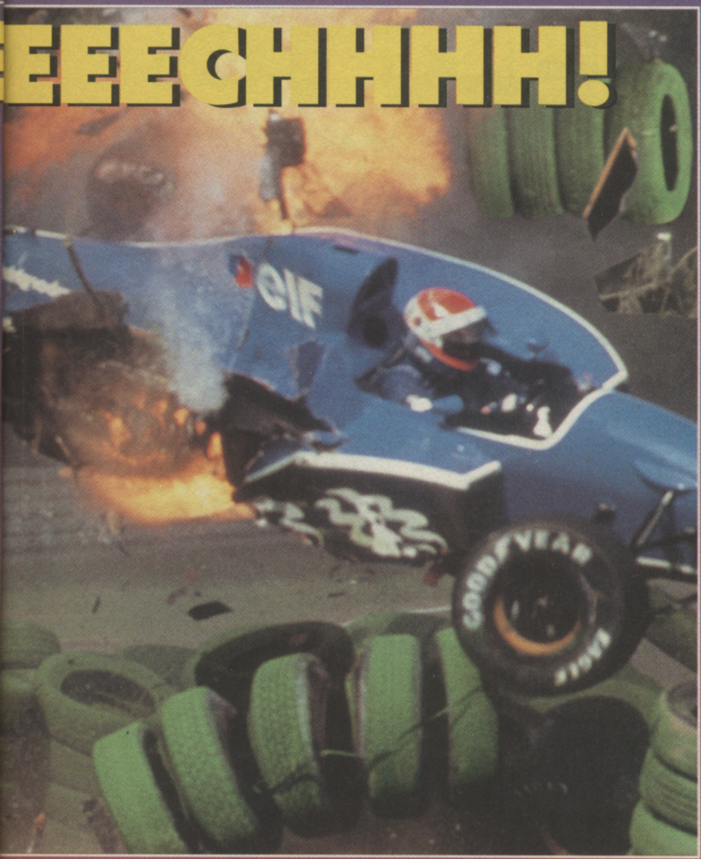
STEVE WOULD JUST LIKE TO SAY: "Hmmm. A mysterious portal..."

DEGREES

OVER 104

DEGREES IN THE OFFICE, AND YET WE STILL TOILED AWAY ENDLESSLY.

EEEEECHHHH!



GLOOM GUN GRAB

Impress us with your skills of recreating *Gloom* in a photo booth and win some BB guns. Of Champions. Page 58.

REVIEWED THIS ISSUE

SEPTEMBER 1995

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PAUL WOULD JUST LIKE TO SAY: "People should go out more."

JONATHAN NASH WOULD JUST LIKE TO SAY: "I cairn't do nothin' for ye – unless ye're willin' to pay."

The summer months may be a slow time for games, but that doesn't stretch to the coverdisks, for we provide extra GameAid™ in times of ReleaseDrought. It's our job.

disk 53

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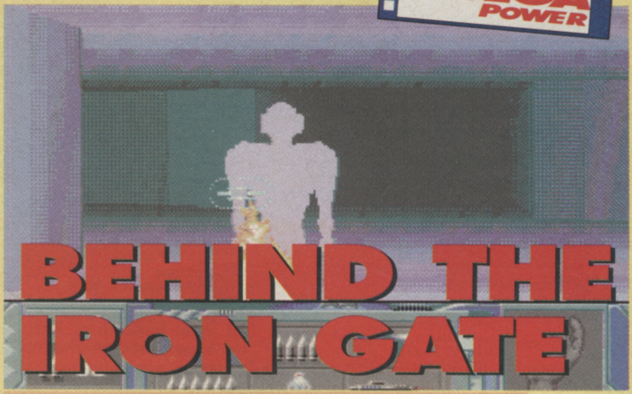

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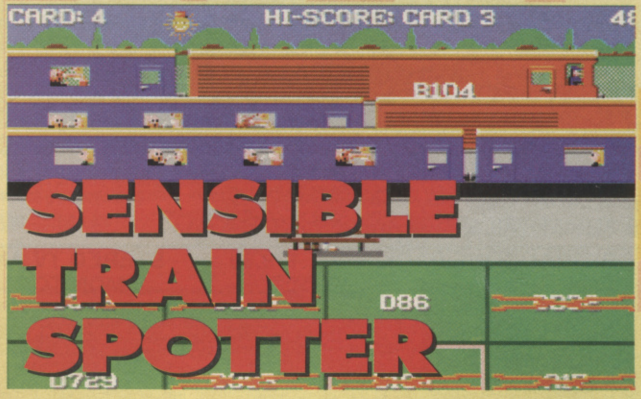

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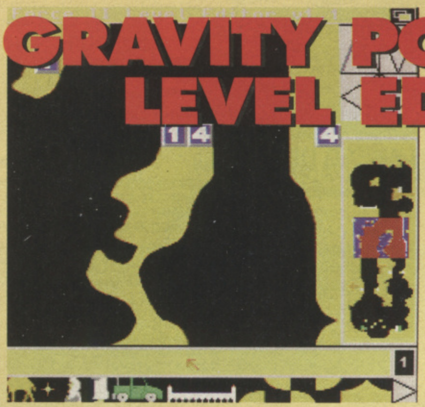

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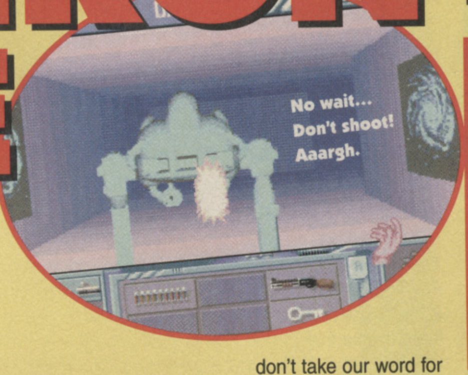
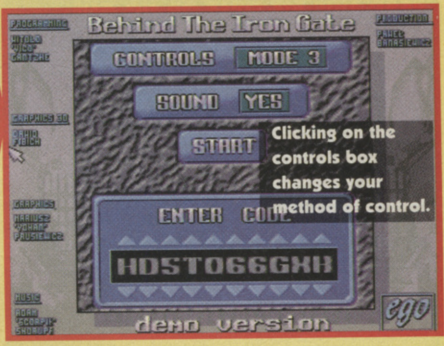
BEHIND THE IRON GATE

disk 53




Behind The Iron Gate

CONTROLS MODE 3

SOUND YES

START

ENTER CODE

HDSTO66GXH

demo version

Clicking on the controls box changes your method of control.

Author: Black Legend

So why are we getting all excited about offering you a game that, after all, only scored 55% in last month's AMIGA POWER? Well, one popular misconception held by overly irate PR people who ring up to complain bitterly about the marks that we give Amiga games is that an 'average' mark is somewhere around 70%. This is because it's much easier for the owners and staff of computer games magazines to pacify the 'market' if they can say "well, it got over 70% – that's a good mark". We disdain such weak philosophies on AMIGA POWER and devote ourselves instead to rigorous fairness. For more information on the insidious state of the 'market', and of the noble art of game reviewing in particular, turn to page 56 and read our startling and insightful expose.

The point of all this is that 55% means that *Behind The Iron Gate* is an above-average game and one that we found to be filled with interesting ideas and promise of better things to come. But don't take our word for it. Slap in disk one, turn on your computer and with Cam's review nestling gently on your knee decide for yourself. We think you'll have fun.

NEED TO KNOW BASIS

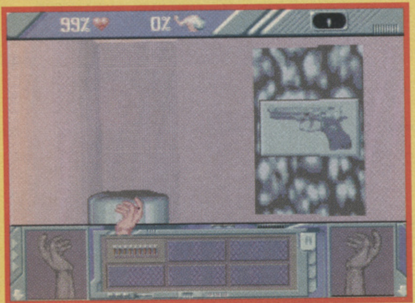
BTIG has four control methods choosable from the main menu. However, the difference between methods one and two, and between three or four is so small as to be indistinguishable. Method one or two makes you use the mouse for movement (or the cursor keys). The LMB performs an action (shooting, selecting a hand or weapon, throwing a lever etc). The RMB, when held down, lets you move the cursor around without moving you around. Methods three or four make you use the cursor keys for movement and the mouse for moving the cursor around.

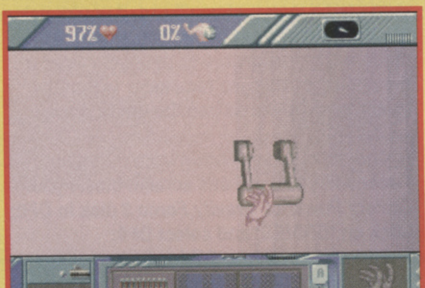
Some useful things to bear in mind when playing *BTIG* are:

- You select which of your two hands you use by clicking on it.
- Transferring items from your hand to backpack or vice versa is a simple matter of clicking.
- You must however have an empty slot in your inventory to put something from your hand in to.
- You reload by having the weapon in your active hand and clicking on the magazine in your inventory.
- There are four areas to your inventory, accessible by clicking on the A to D by the side.
- Area D of your inventory is special - for it is your body. Helmets and jackets placed here will add to your armour, food or medicine dropped directly on to the body icon will restore your health.

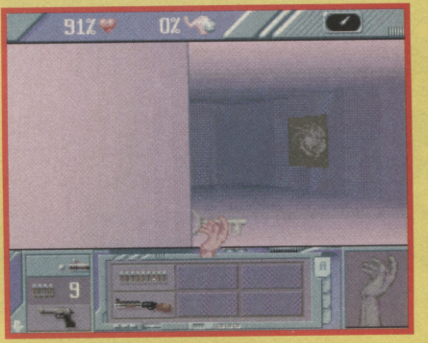
HOW IT'S DONE

Boxes contain goodies. Select a free hand and click on them to pick them up.

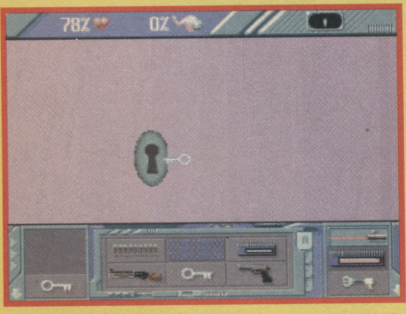




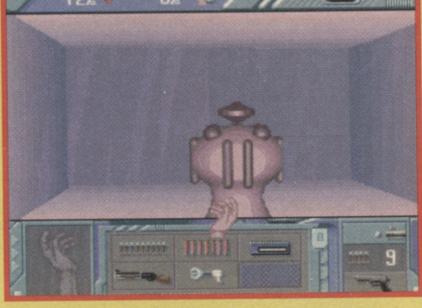
Selecting an empty hand and clicking on the lever activates a nearby door.



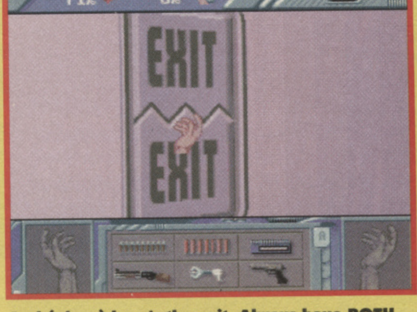
Pick up keys in the same way as you would anything else. Empty hand. Click.



With your key in your hand just click on the lock you want to open. Easy-peasy.



This is the bomb. Make sure you know where the exit is before you click on this – then hurry.



And (phew) here's the exit. Always have BOTH hands free before clicking on the exit.

YOUR DISK AND YOU

READ THIS BIT FIRST OR NO-ONE WILL TAKE ANY NOTICE OF YOU WHEN YOU SAY THAT YOUR DISK DOESN'T WORK.

- You've only got 512K of memory on your Amiga? Blimey, that's a bit stupid, isn't it? Go and buy an expansion RIGHT NOW.

- To find any of the games, all you have to do is switch off your machine, insert the appropriate coverdisk, and switch your machine back on again.

- An options menu will appear. Simply follow the instructions to select the game of your choice. It's quite all foolproof.

- Just to be on the safe side, though, the on-screen instructions say that you should press the appropriate function key to make your selection.

- You'll have to reset your machine in order to move on to a different demo. When you do so, simply follow the instructions as before.

- Remember to keep the disk you are playing your game from in the drive at all times. And remember – switching the machine off for 20 seconds or more before loading a new program will help prevent disks being infected by stray viruses.

- Have a good time.

OH NO! SOMETHING WENT WRONG!

- Are you sure?

- Try all that stuff again, making sure you've disconnected any peripherals that the program might plausibly not 'like', such as external drives.

- If your disk fails to load, then pop it in a padded envelope, along with a letter explaining the problem and an SAE, to:

AMIGA POWER Disk 53 Returns
Discopy Labs
PO Box 21
Daventry
NN11 5BU

- We're really hoping that you're reading this bit, because it's quite important: please don't send your disks to us at the AMIGA POWER office. We really don't know how to fix dodgy disks, and we'll just throw 'em straight in the bin. So send them to Discopy. Please.

GRAVITY POWER LEVEL EDITOR

Author: Richard Franks

Think of a good thing. One of the best things ever. And now imagine that you were able to influence it; subtly shape it to your will. This is the God-like power that we, your true friends, now choose to bestow on you. For *Gravity Power* was a good thing. One of the best things over. If we were to emulate another surprisingly entertaining computer magazine and rate games by the amount of time they remained on the office hard drive then *Gravity Power* would be the undisputed champion. And with this superbly friendly and professional editor you can change the things that have always annoyed you on your favourite levels. Why, you can even create new ones.

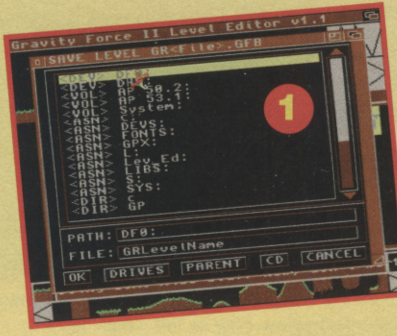
It fills us with an enormous sense of pride to know that reader James Taylor of Swansea, who wrote to us last issue saying that his mother ("who loves the game almost above all else") needs a nearly empty level to practice on for she is unfortunately rubbish, can now design her one.

So how is this fantastic feat of engineering to be achieved? We will show you. The enormous boxout on these pages will show you the basics of operation. The smaller boxout will tell you about installation and saving. There's a read me file on the disk which has all of Richard's notes and there's a list here of all the menu commands and their operations. Have fun.

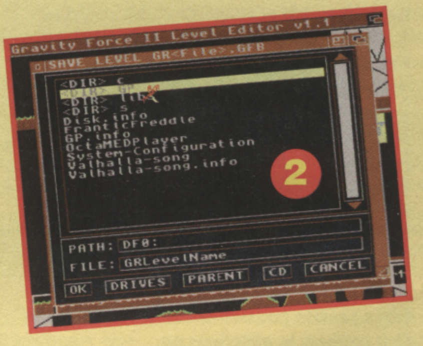
STICK IT

When you select the *Gravity Power* Editor from the AP menu the screen will go back to Workbench. Double-clicking on the disk icon will open up a window with the *GPLE* drawer. If you have a hard drive, you should place this drawer in the *Gravity Power* drawer and use it from there. If you're using only a floppy drive you should double-click on the drawer and then on the icon that you'll see. If you're using the level editor from floppy you should use the following procedure to save your levels; the important thing to remember is that the levels *must* be saved into the levels drawer.

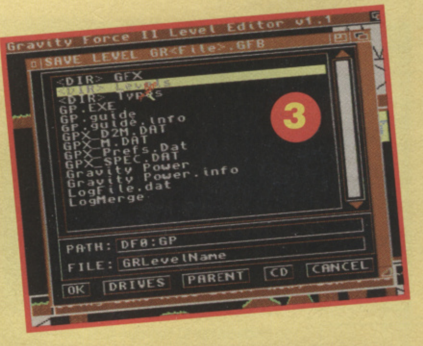
1. Choose the save option from the main menu and you'll get this screen. Insert your *Gravity Power* or *Gravity Force 2* disk in DF0: Click on 'DRIVES' and select DF0:
2. Choose the drawer GP (or GF2).
3. Choose the levels drawer.
4. Save the game. The level editor will automatically give you a two letter prefix (in this case GR for grasslands) depending on the graphics set you used to construct your level. This is how Gravity Power knows where to find the different kinds of levels when you select them from the menu.



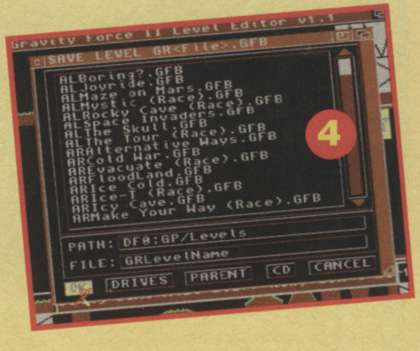
```
<DEV>  DF0:
<DEV>  DH0:
<VOL>  AP 50.2:
<VOL>  AP 53.1:
<VOL>  System:
<ASN>  C:
<ASN>  DEVS:
<ASN>  FONTS:
<ASN>  GPX:
<ASN>  L:
<ASN>  Lev_Ed:
<ASN>  LIBS:
<ASN>  S:
<ASN>  SYS:
<DIR>  c
<DIR>  GP
PATH: DF0:
FILE: GRLevelName
```



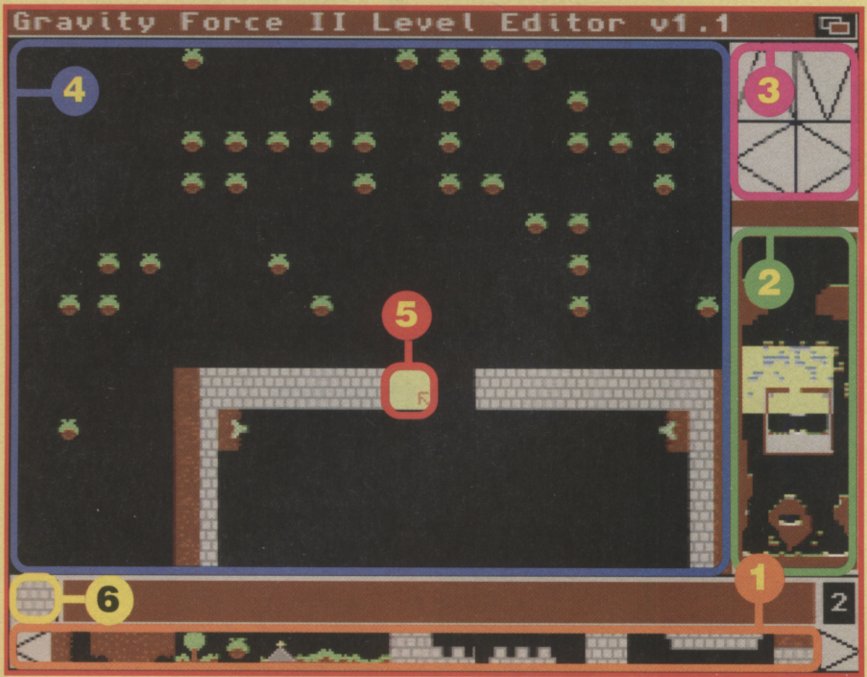
```
<DIR>  c
<DIR>  GP
<DIR>  libs
<DIR>  s
Disk.info
FranticFreddle
GP.info
OctaMEDPlayer
System-Configuration
Valhalla-song
Valhalla-song.info
PATH: DF0:
FILE: GRLevelName
```



```
<DIR>  GFX
<DIR>  Levels
<DIR>  Types
GP.EXE
GP.guide
GP.guide.info
GPX_D2M.DAT
GPX_M.DAT
GPX_Prefs.Dat
GPX_SPEC.DAT
Gravity Power
Gravity Power.info
LogFile.dat
LogMerge
PATH: DF0:GP
FILE: GRLevelName
```



```
ALBoring?.GFB
ALJoyride.GFB
ALMaze on Mars.GFB
ALMystic (Race).GFB
ALRocky Cave (Race).GFB
ALSpace Invaders.GFB
ALThe Skull.GFB
ALThe Tour (Race).GFB
ARAlternative Ways.GFB
ARCold War.GFB
AREvacuate (Race).GFB
ARFloodLand.GFB
ARIce Cold.GFB
ARIce-T (Race).GFB
ARIcy Cave.GFB
ARMake Your Way (Race).GFB
PATH: DF0:GP/Levels
FILE: GRLevelName
```


Gravity Force II Level Editor v1.1
4
3
2
5
1
6
2

CHANGE THE WORLD

1 The palette. Using the handy end-of-bar arrows to scroll backwards and forwards enables you to access all the shapes that are used to make up a Gravity Power Level. Simply point the cursor at the object you want to use and it will be selected. Move on to the main screen **(4)** and start laying bits down. You'll soon get the hang of it.

2 This shows you a map of the whole level. Click on a bit and the main screen will go to it. Your currently selected area is highlighted.

3 Use these arrows to scroll the main screen around.

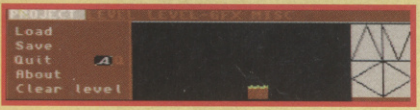
4 The main screen has the level at full size. This is where you'll actually do the work.

5 The highlighted cursor indicates where you're about to place your next block

6 Your currently selected building block is displayed here. Presumably in case you forget it.

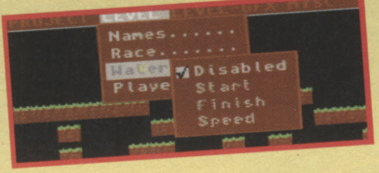
A LÀ CARTE

Those menu commands in full.

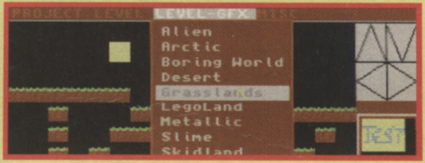

PROJECT
LEVEL
LEVEL-GFX
MISC
Load
Save
Quit
About
Clear level

Project menu
Load: Load a level in order to modify it. If you're doing this from floppy use the same procedure as for saving (see STICK IT boxout) to find your level.
Save: Saves your level. See STICK IT boxout.
Quit: Ends the Program.
About: Tells you some information.
Clear Level: Removes all the graphics from the level so that you can start again.

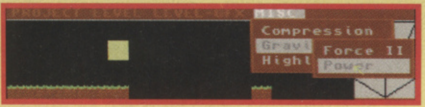
Level menu
Names: The level creator's name.
Race: We don't know what this does.
Water: Lets you place a start and finish level for water as well as the speed at which it rises.
Player: Decide Player 1 and 2's starting positions.


LEVEL
Names......
Race......
Water
Player
✓Disabled
Start
Finish
Speed

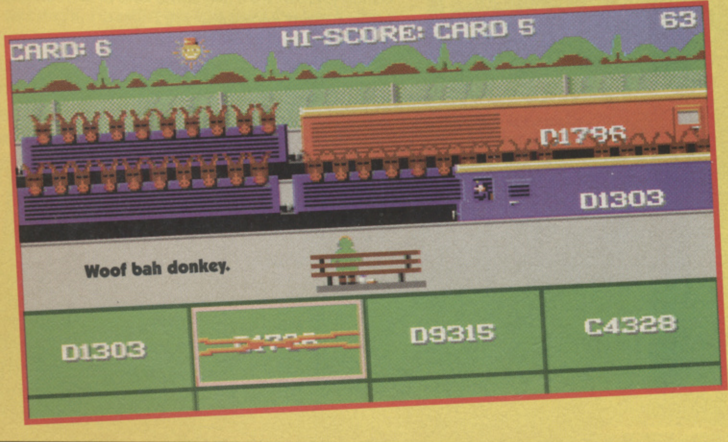
Level-GFX menu
This menu loads in the correct graphics for whichever kind of level you select.


PROJECT
LEVEL
LEVEL-GFX
MISC
Alien
Arctic
Boring World
Desert
Grasslands
LegoLand
Metallic
Slime
Skidland
TEST

Misc menu
Compression: The Level Editor uses fancy mathematics to make your level smaller and then extract it again. This takes some time and makes it unreadable by other software. So you can turn it off if you want.
Gravity: Lets you choose between *Gravity Force 2* and *Gravity Power* style levels. *Gravity Power* levels are superior, natch, but some of their new devices (such as power-ups) will not work with *GF2.*
Highlight: Turns on or off the highlighted square that appears on the main screen when you're designing levels.


PROJECT
LEVEL
LEVEL-GFX
MISC
Compression
Gravi
Hight
Force II
Power

SENSIBLE TRAIN SPOTTER


CARD: 6
HI-SCORE: CARD 5
63
D1786
D1303
Woof bah donkey.
D1303
D9315
C4328

Authors: Sensible Software

Sensible's farewell to the Amiga is one of the most delightful little games we've had on our cover disk for ages. As you'd expect from Sensible, there's a small man at the centre of your attention. However, he has neither gun, whistle nor nine-iron in his hand – his only comfort is his flask as he heroically battles to record the numbers of trains before they vanish off the edge of the screen.

Use the cursor keys to move your selector around and hit return when the number you have highlighted matches the number of one of the trains on screen. Complete the lot within the allotted time and you'll move on to another, more difficult level. Get one wrong and you'll be docked of time. It really is that simple. So what're you waiting for? Get spotting…

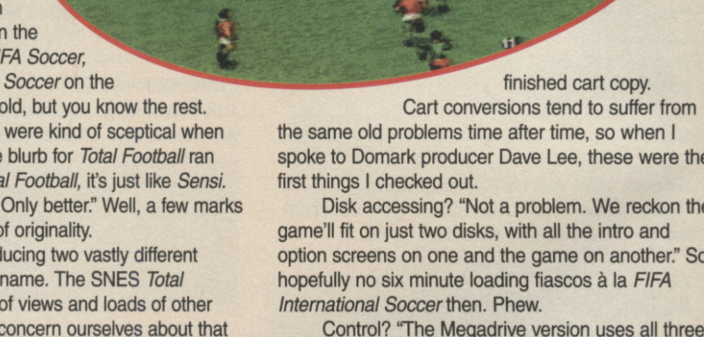
TRUE STORIES

Astonishing but true stories. What's astonishing is that the long run up to Christmas has already started and the games are coming...

TOTAL FOOTBALL

The Dutch invented the concept you know. To this day nobody else can do it.

AMIGA POWER PREVIEW


GOOAAALLL!!! The goalie can scarce believe it.

Runs on: A500, A600, A1200
Publisher: Domark
Authors: Dave Lee (producer), Kevin Brady (Amiga code), Richard Walker (Megadrive code) Rob Hill (Artist)
ETA: November

Glamour by association, that's how footy games seem to get sold on the Amiga. *"Football Glory,* it's just like *Sensi.* Only better," we were told, but we were lied to. *Football Glory* may look like *Sensi Soccer,* and have some interesting 'special' moves, but the passing's wrong, and the 'special' moves are wasted because you're never given enough time to set them up. *"Manchester United The Double,* it's just like *Sensi.* Only better," we were told, but we were lied to. *Man Utd The Double* may have looked like *Sensi Soccer* (in its original, non-isometric version), and it may have had a load of management options in the newer version, but it neither beats *Sensi* on playability or *SWOS* on the number of options. *"FIFA Soccer,* it's just like, erm, *FIFA Soccer* on the Megadrive," we were told, but you know the rest.

So inevitably, we were kind of sceptical when we discovered that the blurb for *Total Football* ran along the lines of *"Total Football,* it's just like *Sensi.* And it looks like *FIFA.* Only better." Well, a few marks for at least a smidgin of originality.

Domark are producing two vastly different games with the same name. The SNES *Total Football* has a choice of views and loads of other spangly bits, but we'll concern ourselves about that no longer. The Megadrive and Amiga versions stick with an isometric viewpoint. As happens so often these days, the Amiga version's going to be a direct port from the Megadrive, so while it's going to be months before we play it on and Amiga, we were treated to a practically finished cart copy.

Cart conversions tend to suffer from the same old problems time after time, so when I spoke to Domark producer Dave Lee, these were the first things I checked out.

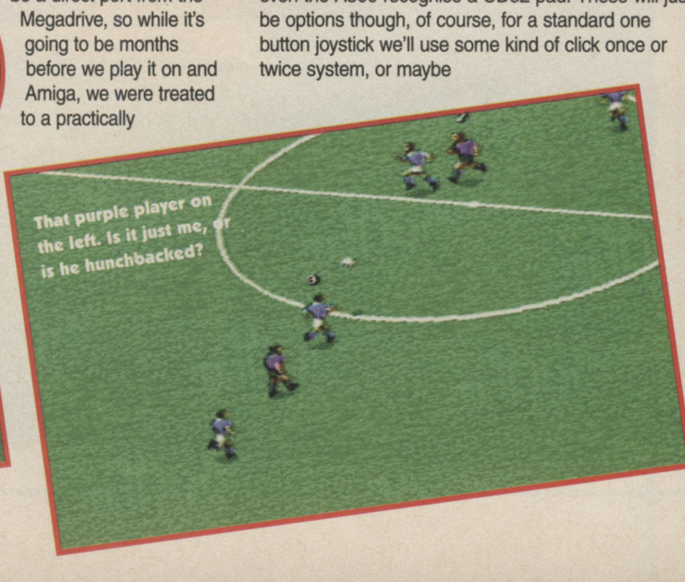
Disk accessing? "Not a problem. We reckon the game'll fit on just two disks, with all the intro and option screens on one and the game on another." So hopefully no six minute loading fiascos à la *FIFA International Soccer* then. Phew.

Control? "The Megadrive version uses all three fire buttons, with the uses changing depending on whether you've got the ball or not. We're hoping to make the Amiga recognise all three buttons on a Sega joypad, and think it might be possible to make even the A500 recognise a CD32 pad. These will just be options though, of course, for a standard one button joystick we'll use some kind of click once or twice system, or maybe

> **"Some kind of click once"**

Carelessly discarded orange peels are dangerous.

The goal's saved, but everyone already seems to know that.


That purple player on the left. Is it just me, or is he hunchbacked?

A hundred footy games, a hundred thousand captions…

…that's a lot of crap spouted by a lot of games writers.

holding down the button and then pushing left or right. Which ever works best, I guess."

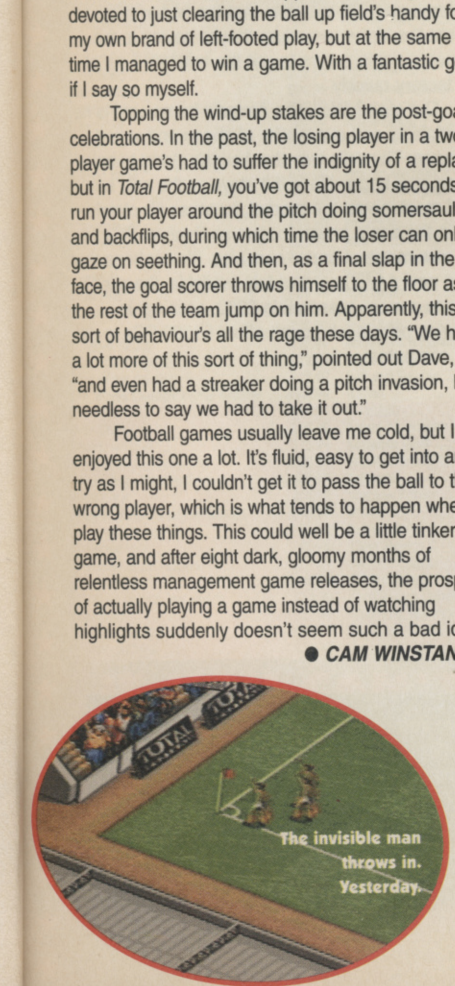
Plays like *Sensi?* "Yes, all Amiga footy games say this. We thought *FIFA* was too artificial, so we've gone back to basics. You can play a passing game, or a Wimbledon 'hoof it up the pitch' game depending on how you feel. The computer teams also adopt and stick with a style. We just want to make something that looks great without compromising the game."

I've got to admit, I was impressed with this. The players neither lose control of the ball or stick to it like glue, so flashy manoeuvring is possible while a good tackle takes the ball off an opponent. Having a button devoted to just clearing the ball up field's handy for my own brand of left-footed play, but at the same time I managed to win a game. With a fantastic goal, if I say so myself.

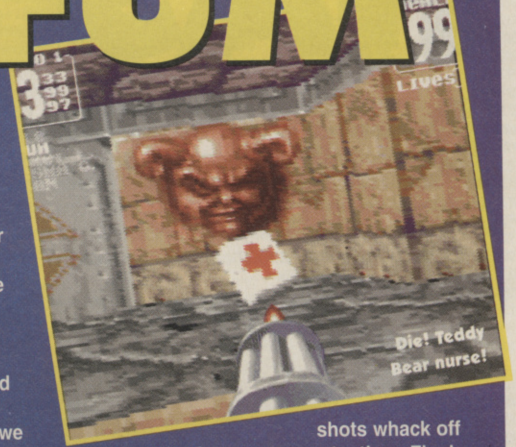
Topping the wind-up stakes are the post-goal celebrations. In the past, the losing player in a two player game's had to suffer the indignity of a replay, but in *Total Football,* you've got about 15 seconds to run your player around the pitch doing somersaults and backflips, during which time the loser can only gaze on seething. And then, as a final slap in the face, the goal scorer throws himself to the floor as the rest of the team jump on him. Apparently, this sort of behaviour's all the rage these days. "We had a lot more of this sort of thing," pointed out Dave, "and even had a streaker doing a pitch invasion, but needless to say we had to take it out."

Football games usually leave me cold, but I enjoyed this one a lot. It's fluid, easy to get into and try as I might, I couldn't get it to pass the ball to the wrong player, which is what tends to happen when I play these things. This could well be a little tinker of a game, and after eight dark, gloomy months of relentless management game releases, the prospect of actually playing a game instead of watching highlights suddenly doesn't seem such a bad idea.

● ***CAM WINSTANLEY***


The invisible man throws in. Yesterday.

FEAR FIE FO FUM



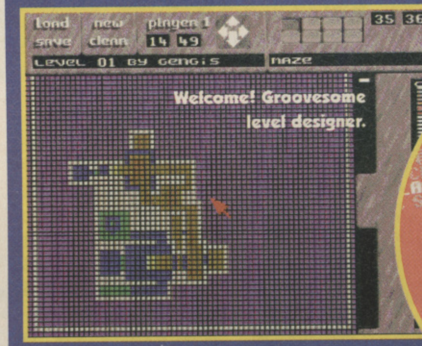
Die! Teddy Bear nurse!

With abysmal timing, *Fears,* another *Doom* – but on the Amiga contender, arrived in the AP office the very morning of deadline day. Still, gives us something to review next month, eh?

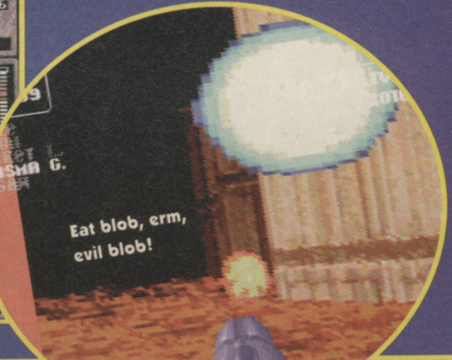
We stopped work on the magazine for long enough to have a go and it does indeed appear excitingly *Doom*-like. Unlike the shooty-based *Gloom, Fears* is an obvious clone, with twisting underground mazes, inhuman monsterage a-go-go (including (eurgh) giant mutant babies) and stairs. Our cheat version permitted us to access all the levels and weapons, which we did, attacking what appeared to be disembodied purple heads with a circular saw and falling off a high ledge into a river of lava. (We ran pell-mell for the bank but to no avail, dying horribly.)

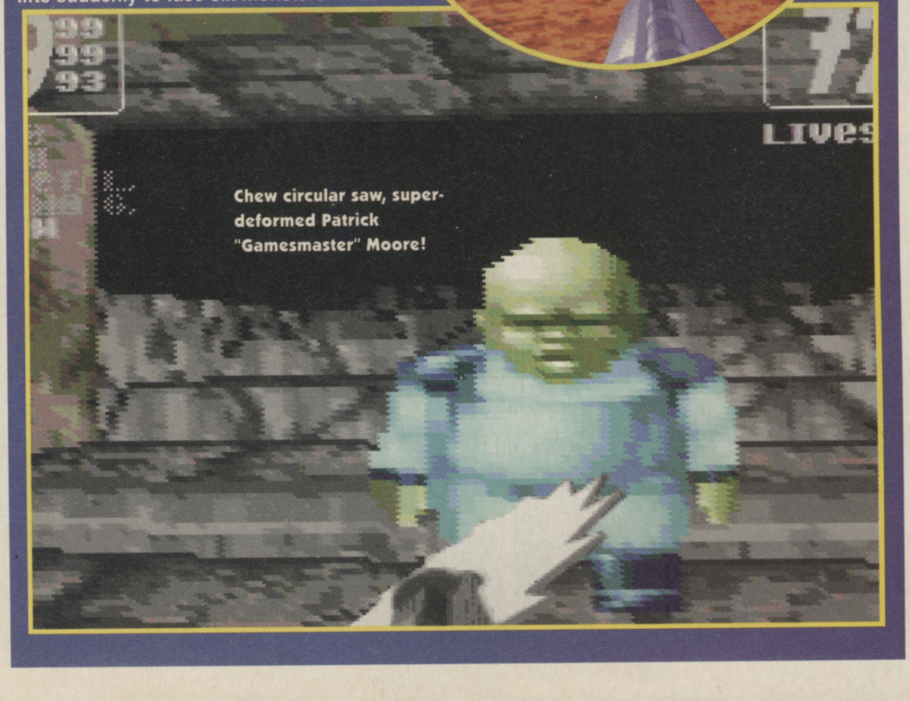
It does, however, appear phenomenally difficult, with you opening doors or lowering lifts suddenly to face six monsters whose shots whack off 15% of your energy at a time. Final tweaking is clearly still going on.

We are, nonetheless, tremendously thrilled by our swift go, and can foresee a huge multi-page review next month EVEN IF some other games come in. For now, here are some pictures.



Welcome! Groovesome level designer.


Eat blob, erm, evil blob!



Chew circular saw, super-deformed Patrick "Gamesmaster" Moore!

THE EAGLE HAS LANDED

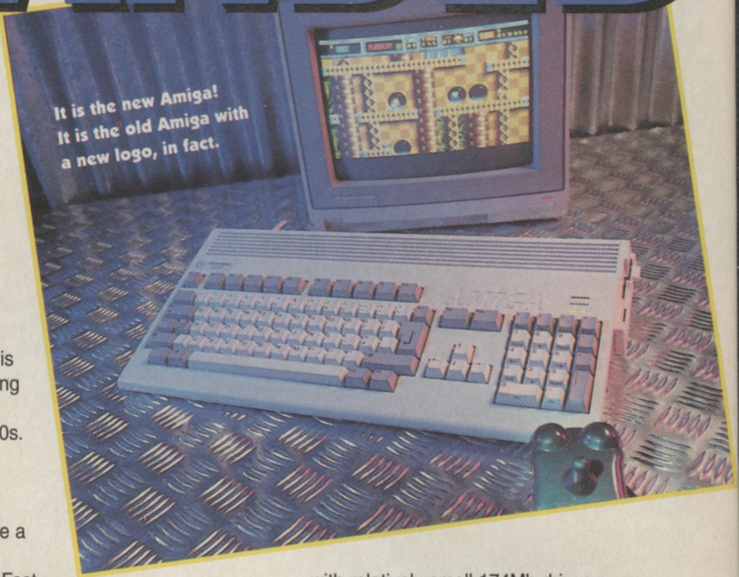
Although this time, Michael Caine has nothing to do with it, and the prospect of Germans running around England doesn't have the same sinister overtones of assassination and intrigue that the book and film had. Now nearly four months after the Escom buyout, the Amiga has a foothold back in Blighty. Amiga Technologies UK (for that's their new name) have set up shop with mostly old Commodore UK people and are being headed by ex-Commodore marketing bloke Jonathan Anderson.

Details are still fairly sketchy about when new machines will hit the shops, but what's definite is that they're going to be bog-standard A1200s. Amiga Format magazine had been hoping that the new machine would have a better central processor and Fast RAM (whatever that means), but it seems that getting machines out before Christmas is more important than updating the specs.

There's a series of press conferences planned for August 16th, so after that we'll know prices for sure, but the hot rumour at the moment is that all new machines will be bundled with serious software and games, and that the bundles will probably cost £400. After the initial release, internal hard-drive machines should be available, but with relatively small 174Mb drives.

A1200s were selling for around £300 (or £350 with bundles) before supplies dried up, and the rumoured new price puts it on par with the likes of the all-new, all-flashy Sony Playstation, but Amiga Technologies UK maintain that the higher price covers the higher premium they're paying to the French manufacturers to get the machines out of the factory quickly.

Our view? Well, the Amiga's trump card is its affordability and availability of cheap and varied software. The only way the Amiga's going to enjoy a long and happy life is if it stays as the only entry-level machine on the market, because it's clearly not in the same power league as Pentium PCs or the new range of super-consoles. It's our hope that once new A1200s are widely available, the price'll drop to a more reasonable £300, once again allowing people who can't afford £1500 PCs to get into computers.



It is the new Amiga! It is the old Amiga with a new logo, in fact.

Take one last look. This logo is no more. So see you Commodore, you may have lost it all and gone bust, but we grew up with you.

AHA HA HA HA HAAAAARRRRR!!! QUAKE BEFORE ME!
Give me my job back. Please. Oh, go on.

LOGO A-GO-GO

Amiga Technologies haven't been entirely inactive in the last four months, oh no. All new Amigas will have a brand new logo on them, and they've recently proudly sent it to us. To quote their press release, the logo "elegantly counterpoints both a classic and elegant feel as well as a modern look. The addition of the red square creates a progressive, yet elegant logo. The red square represents technology and adds energy to the logo by implying a sense of motion."

Working in magazines as we do, we thought that we'd finally become entirely hardened to the kind of pretentious twaddle spouted by overpaid 'graphic designers,' but this nonsense even got to us. A wonky red square representing dynamic technology? Yeah, right, what next? A blue circle to represent world peace and the harmonic co-existence of all nations?

AMIGA

What you read here is all we know at the moment. If you're desperate to know any more details, then please don't phone us. Amiga Technologies UK's address is:

Amiga Technologies UK, 1st Floor, 6
Bridge Avenue, Maidenhead,
Berks SL6 1BB. ☎ 01628 770036

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Benefactor	£17.99
Birds of Prey	£11.99
Bitmap Bros Vol 1	£7.99
(Xenon, Cadaver & Speedball 2)	
Black Crypt	£12.99
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Bloodnet (not A500)	£18.99
Body Blows Galactic	£11.99
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Champ Manager All Stars	Call
Championship Manager 2	**£18.99**
Championship Manager Italia 95	£16.99
Chaos Engine	£7.99
Chaos Engine 2	**£18.99**
Classic Collection Delphine	£17.99
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AMIGA POWER RECOMMENDS

When spending money be sure to direct it according to our advice.

GLOOM A1200

(AP52, 90%)

The first true *Doom* clone 'out of the traps' (eh, analogy fans? Eh? Eh?) is the one the others MUST BEAT. Fantastically exciting, truly scary (the sound effects are top-hole), endlessly playable and ABSOLUTELY REVOLTING it is another first-class shooty game from the author of *Guardian.* What other game, we ask rhetorically, marks your passage with scattered body parts and causes you to be afraid of walls?

COLONIZATION

(AP52, 93%)

Even we were moved to forgive the Z, for *Colonization* (see?) is the biggest and best-everest thing from the fertile head of TV's famous Sid Meier. A complete sim of America in which you can play everybody but the Naive Americans *("Native Americans", surely? – Ed),* you'll try hard to live in harmony with nature but end up exploiting the land and killing everything to pay for seceding from British rule. Still, eh? *(No, right first time. – Ed)*

SSF2

(AP52, 71%, 81%, 91%)

A peculiar triple mark for this coin-op conversion on the grounds it's swap-heavy (unless you've a hard drive) and control-dodgy (unless you've a CD32 pad). Regardless, it's spot-on to the original (the one with the new characters, remember?) although you might find fault with the teeny graphics and Cinemascope presentation. The number two Amiga beat-'em-up, after *Shadow Fighter.* Obv.

TIMEKEEPERS

(AP52, 82%)

After two gargantually appalling *Valhalla* games, Vulcan entertained us with an overhead *Lemmings*-alike where you plan out moves in advance using placed icons. Spectacularly fiendish level design tests your cleverness and, apart from the beginning of a screen when you have to rush to save everybody falling down holes, it's all fair and above board. And it's £13.

FLIGHT OF THE AMAZON QUEEN

No way; Christma

(AP51, 84%)

Blah blah funny point-and-click adventure blah. Blah blah disappointing final quarter blah innuendo blah. Blah spotted bug put back release to September blah blah. Sorry. Blah.

HNNNNG...

You'll probably have gone no further than the contents pages of this month's issue before working out that it's been a spectacularly poor month for games, with just five (count 'em!) new releases of variable quality. Obviously, short of learning how to code and knocking out a few new games, there's little we can do to increase the volume of releases, but at the same time, we feel that a bit of reassurance is needed to you, our fretful yet loyal readers.

This ISN'T the start of the Amiga's death-throes. It ISN'T the point where the development support for the Amiga haemorrhages as softies run for other machines. No, if you're looking for someone to blame, look skywards at the enemy of mankind that has provided free heat and light for all. We (and Mr Burns) call this enemy THE SUN.

It's summer, and it's very, very hot. Tourists to Bath currently outnumber residents 16 to one, and at times the temperature in the office has touched 30. It's a time for romping around in fields, so at the moment no one's buying games and no one's bothering to release them, preferring to aim their releases for Autumn to catch the Christmas rush.

So don't panic, we've still managed to fill the magazine with entertaining tips and features, and, in a bid to quell anxiety attacks, have even slavishly produced State of the Nation – a list of all the Amiga games due for release over the next eight months. There's life in the old dog yet.

WE KNOW WHO SHOT MR BURNS

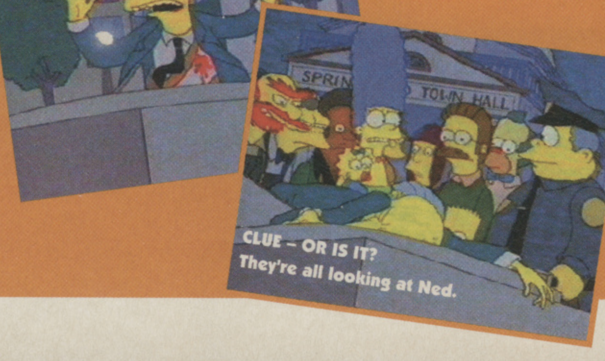
Viewers of The Simpsons will know that Mr Burns, the fiendish 107-year-old Robert Maxwell of Springfield, has been shot. The producers of the show intend to uncover the assailant in September's new series, but we, AMIGA POWER, anticipate their revelations.

You'll recall Burns vanished behind a building. He was heard to say, "I feel like celebrating. Oh, hello, why are you looking so happy? Ah. I see. I think you'd better drop it. I said – drop it! Hnnnghh... Take your hands off..." and then the shot was fired. PERMIT US TO ANALYSE THIS CLUE-LADEN SPEECH.

Clearly the assailant was *not* carrying a gun. He (or she) was, we offer, holding something of great importance to Burns (probably the missing remote control for the sun-blocking electric umbrella). Burns drew his *own* gun ("I said drop it!"), but the other figure then lunged for the gun and – Boom! Burns staggers back into view, (his shoulder holster empty) and collapses. This much is, we feel, irrefutable.

But who, then, was the assailant? Logically, the only person who could struggle convincingly with a 107-year-old man would be someone equally elderly, or a child. Jonathan and Paul, therefore, have plumped respectively for Grandpa and baby Maggie. Cam, however, maintains it was Burns' lackey Smithers on the grounds he'll easily be forgiven and therefore escape prison in the new series; and Steve accuses Marge, reasoning she couldn't possibly have done it which is EXACTLY WHAT THEY WANT YOU TO THINK. However, Grandpa's senile, Maggie was seen moments before the shooting locked in a car, and Smithers was seen running home to catch his TV Comedy Channel fix. And Marge obviously couldn't have done it which is EXACTLY WHAT etc etc.

Who is correct? Who is utterly wrong? We shall reveal all in issue 55, but in the meantime, if you've a theory of your own, send it to http://www.springfield.com/ or, indeed, anyone but us.

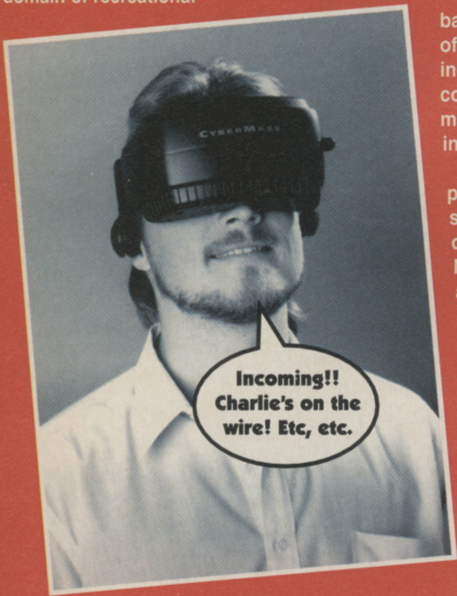


CLUE – OR IS IT?
Note the lack of a gun.

CLUE – OR IS IT?
They're all looking at Ned.

WAY SIMBACK IN THE DIGI'NAM

It looks like all those sci-fi authors' fears about technological plagues descending on mankind may turn out to be right after all, with reports of chronic flashbacks being linked to using Virtual reality helmets and simulators. Flashbacks have long been the monopolised domain of recreational (*"Rug" – Ed)* users and war veterans re-living "that big firefight of '68 in Da Nang" every time a helicopter passes overhead, but now people using flight and vehicle simulators or playing VR games for long periods are also suffering.


Incoming!! Charlie's on the wire! Etc, etc.

The problem seems to be that the brain's baffled by receiving audio and visual illusions of motion without the relevant feelings of inertia and inner-ear movement, and to try and cope with this confusion, the brain unlocks all manner of illogical neural pathways, resulting in flashbacks hours or even days later.

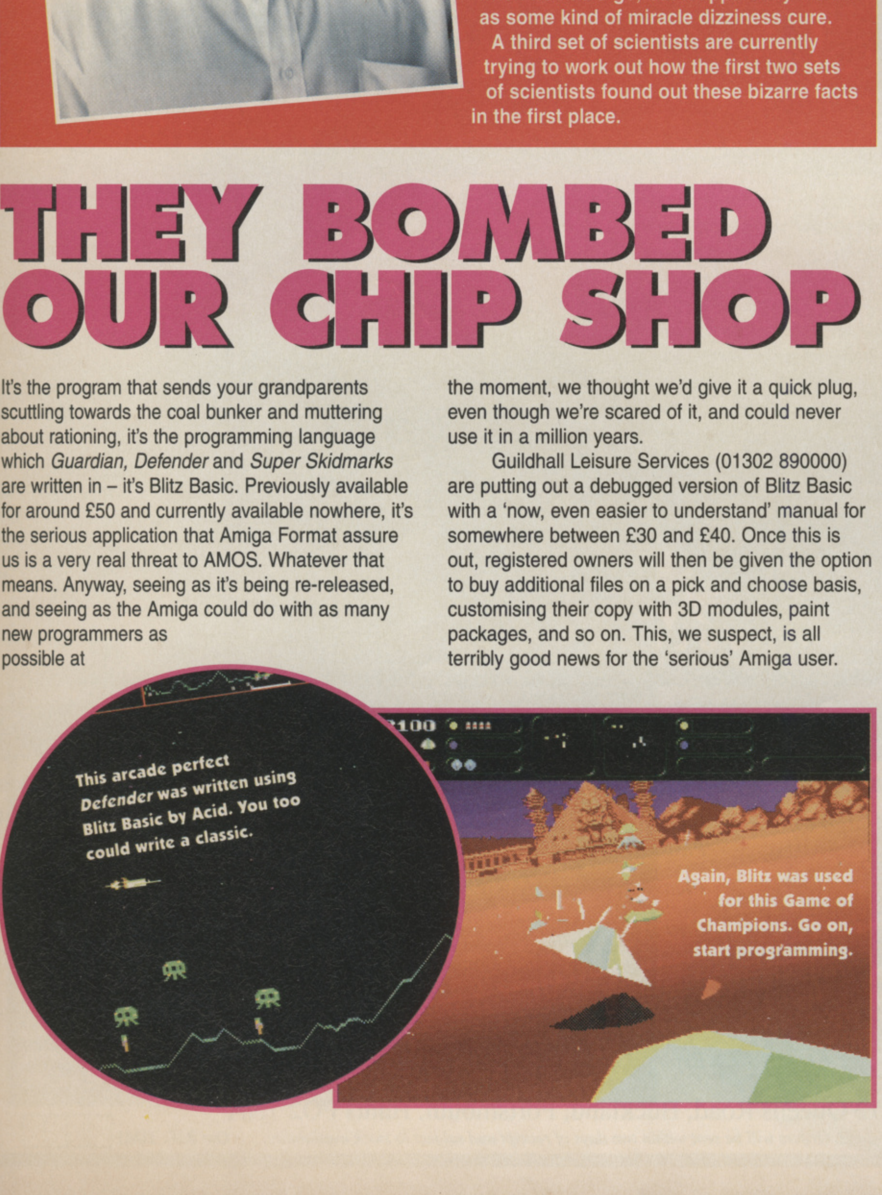
However, as technology causes new problems, a completely different set of scientists have found a way it can cure old ones. Doctors at the National Hospital for Neurology in London have found that the the arcade game *Sega R360* can work wonders on patients suffering from benign positional vertigo, an ailment that causes dizziness and loss of balance. It's the game where you're strapped into the seat and tumbled all over the place while you try and shoot and things, and made Cam feel a bit sick when he had a go, but it apparently works as some kind of miracle dizziness cure.

A third set of scientists are currently trying to work out how the first two sets of scientists found out these bizarre facts in the first place.

THEY BOMBED OUR CHIP SHOP

It's the program that sends your grandparents scuttling towards the coal bunker and muttering about rationing, it's the programming language which *Guardian, Defender* and *Super Skidmarks* are written in – it's Blitz Basic. Previously available for around £50 and currently available nowhere, it's the serious application that Amiga Format assure us is a very real threat to AMOS. Whatever that means. Anyway, seeing as it's being re-released, and seeing as the Amiga could do with as many new programmers as possible at the moment, we thought we'd give it a quick plug, even though we're scared of it, and could never use it in a million years.

Guildhall Leisure Services (01302 890000) are putting out a debugged version of Blitz Basic with a 'now, even easier to understand' manual for somewhere between £30 and £40. Once this is out, registered owners will then be given the option to buy additional files on a pick and choose basis, customising their copy with 3D modules, paint packages, and so on. This, we suspect, is all terribly good news for the 'serious' Amiga user.



This arcade perfect *Defender* was written using Blitz Basic by Acid. You too could write a classic.

Again, Blitz was used for this Game of Champions. Go on, start programming.

Consigned To Heaven

MOTORHEAD
Not the band, but Virgin's smart little *Golden Axe but* with laughs slash-'em-up, with humour a-plenty packed in a fairly playable game. It's gone now, but not forgotten.

BUBBLE AND SQUEAK 2
Having sold tragically few copies of the original, it's now unlikely that we'll ever see Charlie Brown and the Blue Thing back for a second innings. Sniff.

JENNIFER BEALE'S CAREER
Surely Flashdance wasn't that bad? Not bad enough to warrant a role in The Bride opposite Sting anyway. We thought you were rather good Jennifer, but where are you now?

GOING DOWN

Only of course, they aren't. We all hate them, and yet they're still kicking around. It's this sort of injustice that makes us stare upwards and shake our fists angrily.

GIEGER JOYSTICKS
The man who thought up a joystick shaped like an Alien had clearly never played a game in his life.

RITA AND RUNT
Why is Animaniacs constantly spoiled by this pathetic showtunes dumb dog/sassy cat routine? It will never be funny.

STARGATE 2
There are two more planned, but let's face it, they're going to be as useless as the first one. Which is why we save time by pre-damning it.

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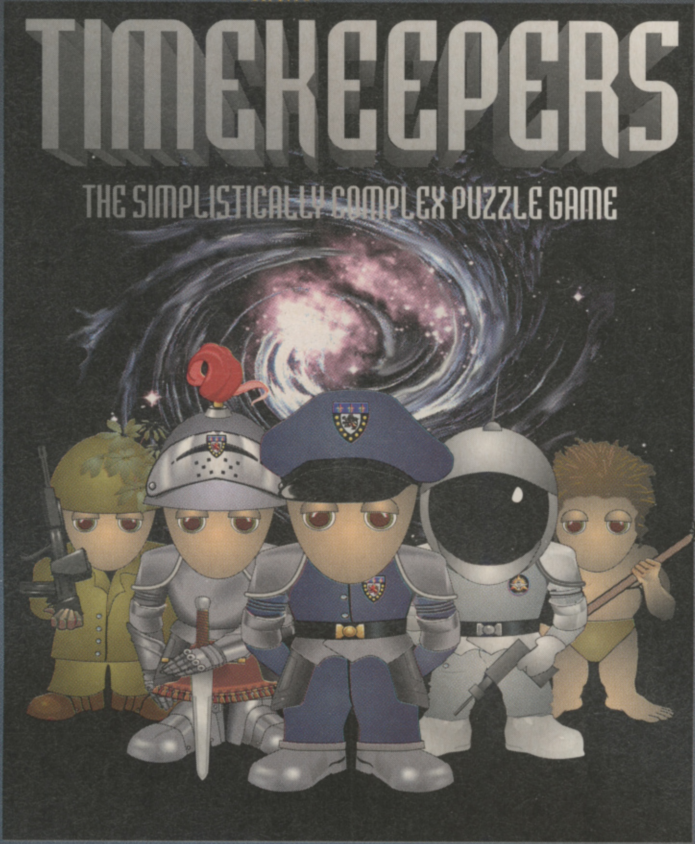
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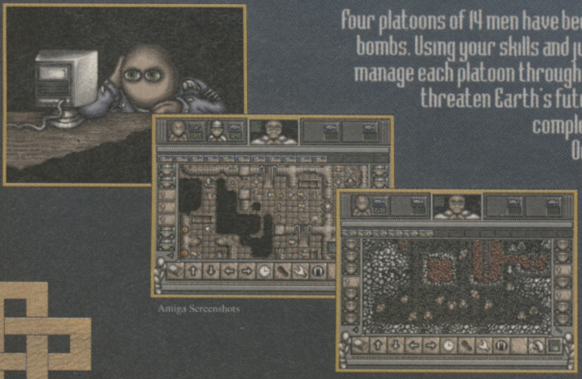
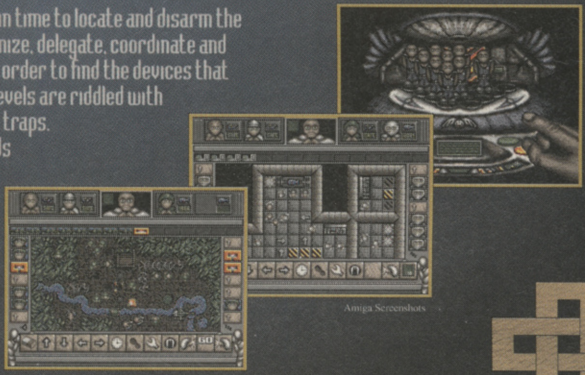
- Free Technical Support

The TIMEKEEPERS are an elite police force from Earth's future established to protect the 4th dimension. Their latest mission concerns the antics of a psychotic warlord who has hidden devastating nuclear devices in four different time zones of Earth's history.

Four platoons of 14 men have been chosen to travel back in time to locate and disarm the bombs. Using your skills and judgement you must organize, delegate, coordinate and manage each platoon through 60 treacherous levels in order to find the devices that threaten Earth's future. But beware for the levels are riddled with complex puzzles, obstacles and traps.
Our Destiny Is In Your Hands


Amiga Screenshots


Amiga Screenshots

VULCAN SOFTWARE

Vulcan Software Limited, Vulcan House, 72 Queens Road, Buckland, Portsmouth Hants, PO2 7NA Tel: (01705) 670269 Fax: (01705) 662226

Please send a copy of **TIMEKEEPERS** *for the Amiga to:*

Mr/Mrs/Miss/Ms ....

Address ....

....

.... Post Code ....

Telephone ....

I enclose a CHEQUE/POSTAL ORDER *for the value of* £12.99
Please make payable to: Vulcan Software Limited.

Please charge my ACCESS/MASTERCARD/VISA *with* £12.99

Credit Card Number:

☐☐☐☐ ☐☐☐☐ ☐☐☐☐ ☐☐☐☐

Expiry date .... *Signature* ....

Send your completed order form and payment to:
Vulcan Software Limited, Vulcan House, 72 Queens Road, Buckland, Portsmouth, Hants PO2 7NA

The price of £12.99 includes VAT and carriage within the UK Mainland. Orders will be sent within two days of receipt and subject to stock availability. Our Ref.: TIM1 ☐☐☐☐

HEY, 'THE KIDS'!

Find yourself yearning for "a witty and irreverent look at the future as it's happening now", with "news on what's hot and what's not in the world of games, hardware, multimedia and the Internet"? We know we are are. Imagine our surprise then when we learnt of a new television programme from the people behind All Creatures Great and Small, the Tingha and Tucker Club, and Android Barge – BBC1!

Groovy and 'for the kids'.

Innovatively hosted by a computer-generated character called (phfff) Ice, assisted by (snorp) Cube, the television programme, Total Reality, cleverly gives you, The Kids, 'on-line access' to the producers so you can actually influence the programme's content – truly, what people are already calling "a letters page for the '90s".

The first programme is apparently to feature a 'behind-the-scenes' look at the production of Gamesmaster magazine (featuring a cameo, we are assured, from ex-AP art pixie Lisa Kellett). Readers who may be interested in learning how AMIGA POWER itself is put together will be bitterly disappointed, for the programme was solely interested in Gamesmaster. And even had they attempted to come over here, with the lack of a lockable door we would have been compelled to pepper them with BB guns. A lucky escape for all concerned.

THE AMIGA POWER READ-BEFORE-YOU-BUY SECTION

Hey, it's a big, bad world out there, so before you buy anything through mail order, make sure you've followed the AMIGA POWER guide to not getting burned:

1) Don't just read the ad and then send off your hard-earned cash. Ring them up first. This way, you can not only make sure what you want's in stock, but also check out their service. Do they replace faulty equipment? How quickly do they deliver? Are there any charges for delivery? We don't know, but they will.

2) Read the small print in the ads. If it's small, they're obviously trying to hide something.

3) It's a bit dodgy if there isn't an address on the advert. Also, if you phone them up and they don't answer, avoid, Avoid, AVOID. If you get into trouble, this ISN'T a company you want to be dealing with.

4) If you've got a credit card, use it. For purchases over £100, most big name credit cards legally entitle you to claim compensation if the retailer goes bust. Check your card documentation for further details, and ask about extra insurance.

5) DON'T SEND MONEY OR POSTAL ORDERS. Credit cards or cheques only. This is the '90s for crying out loud, not some fondly remembered Billy Bunter-esque decade of picnic baskets from rich land-owning uncles.

6) Keep records. For credit card purchases, make a note of the time of the order and get them to give you an order number. When ordering over the phone, double-check the price before ordering.

7) Keep records. For cheques purchases, fill in the cheque stub with the right amount and full name of the company.

8) When your goodies arrive, check everything straight away. If anything's broken or missing, phone and complain straight away.

9) Keep up to date: Order from the most recent issue of AMIGA POWER.

10) If it doesn't work out, phone the retailer first. Don't yell at them or anything,just tell them clearly what your problem is and the chances are they'll probably tell you it's all been a silly mistake and sort everything out right away. If, however, you think you've just given your money to a grade-A scumbag, phone up your local Trading Standards Officer. He's in the phone book, and good luck.

MYSTERY PUBLICITY SHOT CORNER

The world of advertising is an exciting and heady business. What's the darling of the Mystery Publicity Shot one month is yesterday's news by the next week. Melfax, for example, the company featured last issue with their touching photograph of a modem card in a field of poppies ("Commemorate relatives killed in the Great War with the Melfax Modem Card!" or something) has adopted a new mascot: an unspecified brown rodent.

The rodent can be seen posing alongside the Melfax GSM Adapter Card, a PCMCIA-compatible mobile phone modem that supports the (hnngh) Enhanced Hayes AT command set, CCITT V.25bis, the EIA/TIA 578 Fax Class 1 and the de-facto Fax Class 2 standard. We are unsure what 'message' the advertising photograph is sending. We suspect it is "Two-thirds of the population of Europe killed by the Black Plague? Honour their memory with the Melfax GSM Adapter card" but we may be wrong.

MELFAX
GSM adapter
CARD
PCMCIA
Digital Data Adapter
Data/Fax/SMS
MITSUBISHI ELECTRIC

THE ONE – LIVES!

After last month's The One obituary, we are compelled to report that the magazine has, in fact, been bought by another publisher in order to relaunch it. We are confident this new The One (from, coincidentally, the same people who bought and relaunched ex-ed Jonathan Davies's Sega Zone) will retain its editorial integrity and certainly won't, for example, turn it into a shoddily-produced pamphlet concerned entirely with telling you how to load and play the poor-quality FREE! game filling its coverdisks.

FLIGHT RESCHEDULED

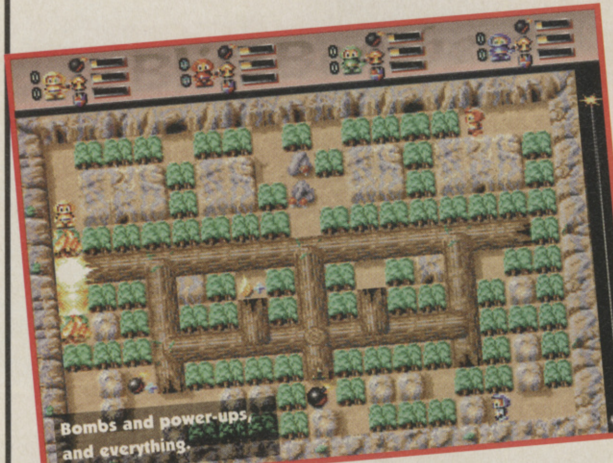
Few magazines test games as rigorously as AMIGA POWER, and out of our ranks, no one plays games more extensively than Jonathan Nash, so it came as no surprise to us when he discovered a bug about 60% through *Flight of the Amazon Queen* (AP51, 84%) that meant your path was inexplicably blocked by a buxom teutonic hausfrau. It did however come as a huge surprise to Time Warner, who'd been planning on releasing it almost immediately, and were forced to take it back and sort the bug out. Any way, it's all fixed now and the new release date's 11th September.

The flying doctor pays a call.

BLITZ BOMBERS

AMIGA POWER PREVIEW

Runs on: A1200
Publisher: None as yet
Authors: Steve Matty, Steve McNamara (Amiga code), Nigel Hughes (PC code), Mike Richards (graphics), Steven Innell (music)
ETA: Octoberish


Bombs and power-ups, and everything.

Long-memoried readers may recall a preview ages ago of *Blitz Bombers Version One.* Since then (whenever it was; I can't find the blessed thing) the game has undergone many transformations. But, at last, it is with us.

Almost.

"We're tidying the game up at the moment," said Amiga programmer Steve Matty, speaking from Portsmouth upon the electric telephone. "We all have lists of things to do, but mostly it's the music and sound effects to redo. Up until now it's all been weedy programmers' substitutes. We reckon about two months until it's completely finished. I was actually finishing off my bits of the code when you rang."

So this is, in fact, an InterActive MultiMedia-Preview™. Thus AMIGA POWER smashes another journalistic boundary. But we hear you've yet to find a publisher for *Blitz Bombers?*

"Yes. Hopefully around October things will have picked up again with Escom's new machines, and we'll find one quickly."

Tell us of your game.

"*Blitz Bombers* is better than *Dynablaster.* We have clever computer players, for example. And four sub-games: Tag (where the player who's 'it' when time runs out dies), Pang (where you have to shoot your opponents' huge bouncing bombs before they shoot yours), Pac-Man (where the player who collects the sub-game power-up is Pac-Man, and the others are the ghosts), and – possibly – Go-Karts (a *Skidmarks 2*-type racer). And, unlike *Dynablaster*'s single set of screens, we have seven scenarios, including Forest, Egyptian, Moon Massacre, Mushroom and (non slippy-slidey) Polar levels. Also, it's to be an eight-player game. With one Amiga you can play four human players and four computer players – with a suitable

Nothing is presented before...

THE DISSEMINATOR

The Disseminator stands impassive and monolithic in the corner of the AMIGA POWER office, a trickle of sweat from his brow indicating that maybe wearing a black leather jacket isn't such a good idea at this time of the year. But where are our rivals? Where are their scores? In short, what is there for him to disseminate?

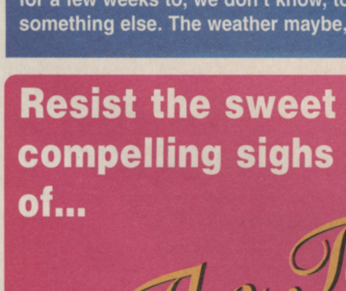
Sadly, the answer seems to be nothing, so mindful that dissemination is what he does, indeed all he does, we've sent him off for a few weeks to, we don't know, to disseminate information about something else. The weather maybe, or the Queen Mother's health.

BATMAN FOREVER

Are we ONCE AGAIN the only people to see that a film is a CINEMATIC ABOMINATION? The media continues to tout Stargate as an "enjoyable sci-fi romp", and now appears to have turned its slavering praises upon Batman Forever, a movie that stunned all of us (apart from Sue, who quite enjoyed the combination of a rompy plot and tight-buttocked, be-nippled rubber batsuits) with its insultingly incomprehensible awfulness. Although this time we're unable to put up an entirely united front, most of us ask - what's going on? What? What?

Resist the sweet and compelling sighs of...

The Temptress

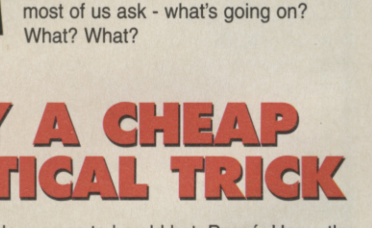


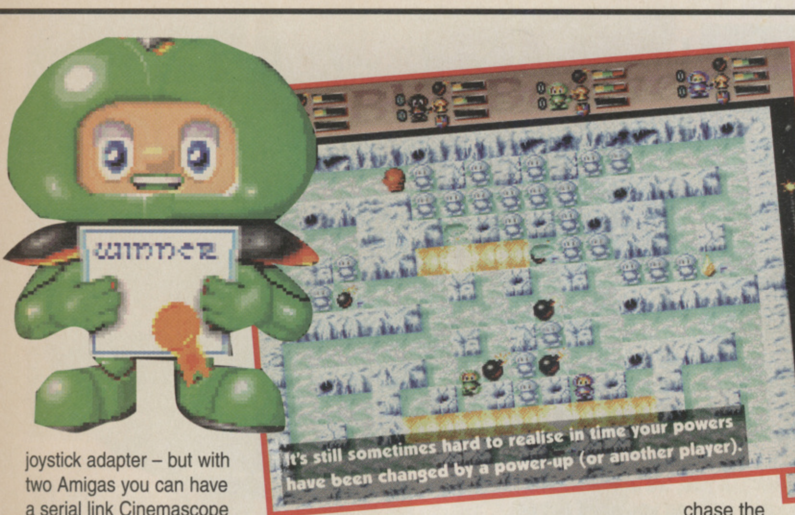
Oohhhh, hellloooo. I've jussst come back from the cinema. I've beeeen to ssseeee Batman Forever. Watch it, watch it. Val Kilmer'sssss hunky, and Nichole Kidman'ssss lovely, long, billowing hair makesss her look like sssomething out of a shampoo advert. Jim Carrey assss the Riddler isss very greeeeen, while the plot logic and dialogue are mumble, mumble. If it'ssss finished by the time you read thissss, go to your local video library. Rent it, rent it, rent it.

FOILED BY A CHEAP GRAMMATICAL TRICK

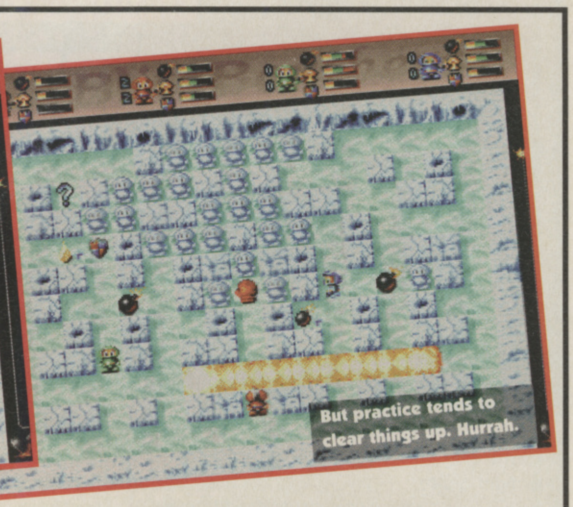
Games publishers, it appears, consider games to be old hat. Passé. Unworthy of their attention. A seemingly unending number of them – including Warners, Gremlin, Virgin and Empire – have recently changed their names to incorporate the phrase 'Interactive Entertainment' in order to lend their companies that proper ring of decisive, progressive, knowledgeable authority.

In the interests of you, our readers, we have examined the phrase 'Interactive Entertainment' to determine what, exactly, these companies now publish. "Interactive", our dictionary informs us, means "allowing continuous two-way communication between a computer and its user", while "Entertainment" is described as "That which entertains; amusement." We are clearly mad in thinking this equates the complete phrase to "Games" and can only apologise for our semantic inadequacies.


Change your name and I'll shoot.



It's still sometimes hard to realise in time your powers have been changed by a power-up (or another player).



But practice tends to clear things up. Hurrah.

joystick adapter – but with two Amigas you can have a serial link Cinemascope mode. Or, indeed, a hi-res mode with both screens showing the whole maze."

Just like *Skidmarks 2,* in fact.

"Yes. Except you can play two Amigas on one TV or monitor so you don't need the four-player adapter. Oh, and there are bonuses like if you win six matches in a row, you have 30 seconds to find a golden shield, rewarding you with maximum shields for the next match."

You seem, fairly obviously, influenced by Acid's games. Whose else?

"There are bits of *Gauntlet 2* in there – the 'It' monster, for example, which causes Death to chase the 'Itted' player unless that player can pass on the curse. And SNES *Bomberman,* obviously."

But what of the one-player game (traditionally a failing in *Bomberman* clones)?

"We're still working on that. It'll probably be based on the SNES one – worlds to conquer and stuff – with *Stardust*-like maps so you can play the levels in a world in any order you like."

We approve. And beyond *Blitz Bombers?*

"We're not giving up on the Amiga."

A laudable sentiment.

"We're already planning our next game. It's going to be *Halls of Champions,* a *Virtua Fighter* sort of game. A 3D polygon beat-'em-up."

Zounds.

"No one's done that, so we are."

We commend your zeal and ambition. But, of course, charge you ON PERIL OF YOUR IMMORTAL SOUL not to have as characters any 19-year-old fighters from the streets of Detroit.

"Ha ha."

WE DEMAND YOUR PERSONAL ASSURANCE.

"Oh. All right."

Phew.

● ***JONATHAN NASH***

THE DIFFICULTY LEVEL OF CHAMPIONS

Our CLOSE PERSONAL FRIEND Mark Sibly (he of *Gloom* of Black Magic) tells us of a plan to re-release *Guardian* (the AGA Game Of Champions). Apparently (and it is amazing to us) many people did not buy this *Defender*-in-3D on the grounds it was too hard for them to play. Ideas, therefore, have been floated at Acid to add difficulty levels.

Shoot. With impunity.

"Easier difficulty levels would allow players to visit more worlds," speculates Sibly (idly). "And continue points, possibly after the pyramid world. I raised the idea a while ago, but Simon (head of Acid) is busy doing 28,031 things at once, so it'll probably be a while before it happens (if at all). It all goes completely against my personal philosophy of how games like this should work, but I'm just trying to work out a way to get it selling again."

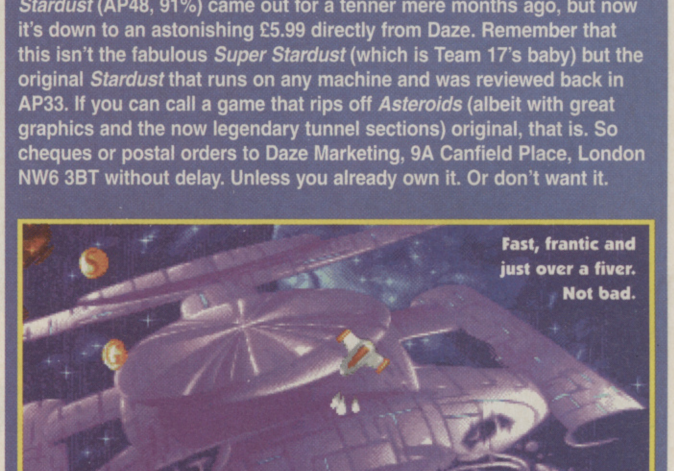
Indeed. Not a month passes without our COMMANDING YOU to buy the game. If a difficulty level appeals, then appeal to Acid (via distributor Guildhall) on 01302 890000. Or, indeed, BUY the original version (now £15). Or the similarly-priced *Roadkill*. BUY.

Bomb. With intelligence.

BARG ALERT

Tunnel of love.

Daze marketing, the people responsible for bringing all manner of European games to the attention of the games playing public, have come up with what's surely the biggest bargain of the year. *Stardust* (AP48, 91%) came out for a tenner mere months ago, but now it's down to an astonishing £5.99 directly from Daze. Remember that this isn't the fabulous *Super Stardust* (which is Team 17's baby) but the original *Stardust* that runs on any machine and was reviewed back in AP33. If you can call a game that rips off *Asteroids* (albeit with great graphics and the now legendary tunnel sections) original, that is. So cheques or postal orders to Daze Marketing, 9A Canfield Place, London NW6 3BT without delay. Unless you already own it. Or don't want it.

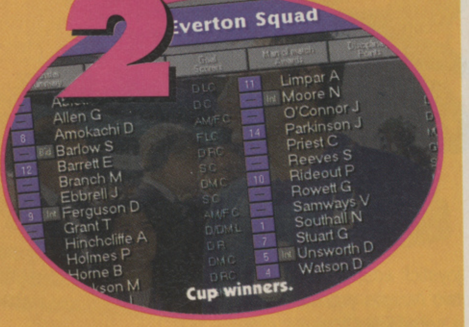


Fast, frantic and just over a fiver. Not bad.

CHAMPIONSHIP MANAGER 2

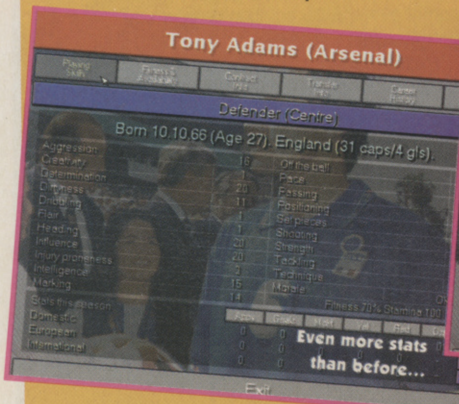
Scurrying back to Jonathan Davies's Guide to Every Amiga Game Ever (A Few Copies Still Available! Only £13! Hardly Ever Wrong!), we were alarmed to see the original *Championship Manager* described as, "A very tedious and boring attempt at the football manager genre," receiving a single star. We were further surprised to see *Champ Man '93* described as, "One of the best football management games on the market," being awarded four stars.

We trust these improvements will continue with *Champ Man 2.* It has been, we are told, completely re-written (but "developed for PC CD-ROM"). It has, we are assured, a new International slant so you need not be confined to British teams.

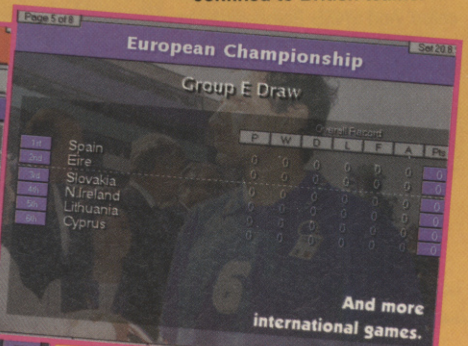

Everton Squad
Goal Scorers
Man of match Awards
Disciplinary Points

	Allen G	11	Limpar A
	Amokachi D	Int	Moore N
8	Barlow S		O'Connor J
12	Barrett E	14	Parkinson J
	Branch M		Priest C
	Ebbrell J		Reeves S
9	Ferguson D	10	Rideout P
	Grant T		Rowett G
	Hinchcliffe A		Samways V
	Holmes P		Southall N
	Horne B	1	Stuart G
		7	Unsworth D
		5	Watson D

Cup winners.


Tony Adams (Arsenal)
Playing Skills
Fitness & Availability
Contract Info
Transfer Info
Career History
Defender (Centre)
Born 10.10.66 (Age 27). England (31 caps/4 gls).
Aggression
Creativity
Determination
Dirtyness
Dribbling
Flair
Heading
Influence
Injury proneness
Intelligence
Marking
Off the ball
Pace
Passing
Positioning
Set pieces
Shooting
Strength
Tackling
Technique
Morale
Fitness 70% Stamina 100
Stats this season
Domestic
European
International
Exit

Even more stats than before...


Page 5 of 8
European Championship
Sat 20.8
Group E Draw
Overall Record

		P	W	D	L	F	A	Pts
1st	Spain	0	0	0	0	0	0	0
2nd	Eire	0	0	0	0	0	0	0
3rd	Slovakia	0	0	0	0	0	0	0
4th	N.Ireland	0	0	0	0	0	0	0
5th	Lithuania	0	0	0	0	0	0	0
6th	Cyprus	0	0	0	0	0	0	0

And more international games.

There is, Domark are pleased to announce, a wealth of real player statistics. (Although, frighteningly, the bumph squeals excitedly that, "The number of in-game stats will amaze you!!!" Brrrr.) And, it goes without saying (for example, by Domark) that it'll be jolly playable. For a football management game.

Steve and Paul are agog with anticipation, except for Steve, who's mysteriously unconcerned about what the next month may bring, and Paul, who we haven't told yet that he's reviewing the game. We hope he will be pleased by it (possibly next month), and that it will continue the trend of making footy manny games fun pioneered by *On the Ball* and *Super League Manager.*

THE DARK KNIGHT RETURNS

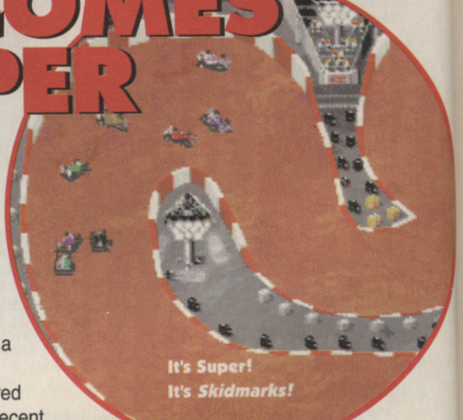
BUT IS THIS THE BEST BATMAN EVER – OR THE WORST?
(It's the worst. – Ed)

FIND OUT IN ISSUE 3 OF SFX, THE SCIENCE FICTION MAGAZINE

ON SALE 25 JULY

Films, TV, Books, Comics, Video, Models and more…
SFX
Adventures in Science Fiction
REINVENTING BATMAN
Riddle: How many people does it take to change a Bat?
PLUS! FLUKE, UFO, POWER RANGERS
Films, TV, Books, Comics, Video, Models and more...
Future

SKIDMARKS BECOMES SUPER



It's Super!
It's *Skidmarks!*

Owners of *Skidmarks* (AP34, 80%) are very lucky people indeed, for they own one of the finest racing games on the Amiga. However, in a similar way to the disillusionment, hatred and resentment of recent lottery winners, who think they've won 22 million but then find they've got to share it with 18 others and moan to the tabloids that they've "only" got 1.15 million, many *Skidmarks* owners may feel bad that they haven't got the better, punchier, funkier *Super Skidmarks* (AP48, 91%).

There are, of course, solutions to each of these problems. Lottery winners who complain should appear on daytime TV to air their grievances, and then be severely beaten about the face and neck by cricket bat wielding members of the public. And *Skidmark* owners should send a £10 check to:

Acid Software Distribution Centre
Unit 15, Guildhall Industrial Estate
Kirk Sandall
Doncaster DN3 1QR

to receive a complete upgrade set of disks that will endow them with a fully functioning copy of *Super Skidmarks.* Once again, AMIGA POWER solves the world's problems.

Kill him Tiger Girl. Whether you're full-price or budget.

HOW MUCH? WHAT THE?!...

If, like us, you've been looking at the charts over the past eight months with an increasingly quizzical expression then, like us, you've probably been asking yourself some fairly soul-searching questions. Such as why has *Shadow Fighter* (AP46,91%) frequently appeared in both the full price and budget charts? And why has the dreadful *Microcosm* (AP36, 44%) returned to the chart recently, even though everyone dismisses it as a bland shoot-'em-up game with a meaningless yet flashy intro sequence? Well, we've looked into it and come up with a few conclusions:

- Game specific shops or stores with games departments are much more in tune with what's selling and what's rubbish than stores with a few games shoved away at one end of the records department. This leads to the Virgin Megastores and Games of this world reducing prices on rubbish games almost on release, while the WH Smiths and John Menzies keep them at full price. We've even seen *Subwar 2050* at full price in one store even though the budget release in the smaller box is on the next shelf down.
- ELSPA class budget games as those under £17, which seems bonkers.
- Many games are now being released with no recommended retail price. The idea is that each game will find its own price level depending on how good it is, but this means that it's possible to spend 30 quid on a game only to find it on sale down the road for 16, hence the blurring of the budget/ full price charts.
- Shops and softies alike continue to offload their rubbish at prices so low, people will buy it. hence that run of success for *Winter Olympics,* and the perky sales figures for *Microcosm.*

It seems to us that the charts have long since ceased to be the barometer of public opinion they once were, and shall continue to become more and more meaningless, so we'll carry on sticking them next to adverts where no one'll notice them. That's got that cleared up then.

Don't even buy this for a fiver.

Cytron is a fair old game from Psygnosis and astonishingly priced too at a mere three quid.

TOP TWENTY CHARTS

1. PLAYER MANAGER 2
Anco £20 ★★
2. SENSIBLE GOLF
Virgin £30 ★★★
3. COLONIZATION
Microprose £35 ★★★★★
4. ULTIMATE SOCCER MANAGER
Impressions £26 ★★★★★
5. PREMIER MANAGER 3
Gremlin £30 ★★★★
6. SENSIBLE WORLD OF SOCCER
Renegade £30 ★★★★★
7. SKIDMARKS
Acid Software £10 ★★★★★
8. PGA EUROPEAN TOUR
Ocean £30 ★★★★★
9. SUPER SKIDMARKS
Acid Software £28 ★★★★★
10. JUNGLE STRIKE
Ocean £28 ★★★★
11. FIFA INTERNATIONAL SOCCER
Electronic Arts £30 ★★★
12. THEME PARK
Bullfrog £30 ★★★★★
13. UFO: ENEMY UNKNOWN
Microprose £26 ★★★★
14. KICK OFF 3
Anco £25★★
15. TACTICAL MANAGER 2
Black Legend £26 ★★★
16. RISE OF THE ROBOTS
Mirage/Time Warner £43 ★
17. TACTICAL MANAGER 2
Black Legend £26 ★
18. CANNON FODDER 2
Virgin £30 ★★★★★
19. FRONTIER
Gametek £20 ★★★
20. MAN UTD PREMIER LEAGUE CHAMPIONS
Krisalis £26 ★★

TOP FIVE BUDGET CHARTS

1. BRIAN LARA'S CRICKET
Audiogenic £10 ★★
2. SUPER METHANE BROTHERS
Extender £10 ★★
3. MORTAL KOMBAT
Virgin £15 ★★★★
4. INDIANA JONES: FATE OF ATLANTIS (GRAPHIC ADV)
Kixx £17 ★★★★
5. CYTRON
Psygnosis £3 ★★

TOP FIVE CD32 CHARTS

1. GLOOM
Black Magic £30 ★★★★★
2. LEMMINGS
Psygnosis £20 ★★★
3. MICROCOSM
Psygnosis £5 ★★
4. SUPER PUTTY
System 3 £10 ★★★★★
5. SUBWAR 2050
Microprose £25 ★★★★

The charts are © ELSPA

The time has come to sternly examine...

THE STATE OF THE NATION

You'll notice a distinct lack of new games in this issue. With fewer full-priced games coming out over the past year, there's been the inevitable knock-on effect for budget releases, as pretty much everything that could have been released on budget already has been released. So, as we sit in the baking heat of the un-air conditioned AP offices, we face several problems.

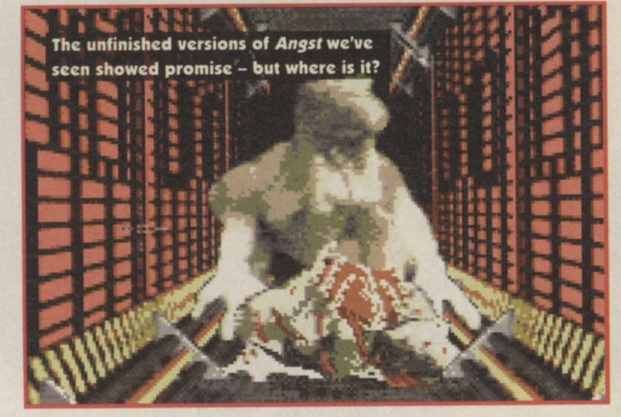
How do we fill the pages of the mid-summer doldrums issue, when games releases are at a traditional low? And how do we point out that just because there are pitifully few reviews this issue, that this isn't the start of numerous disastrously thin issues of AP? And how do we underline the fact that the Amiga's still a dashed entertaining thingie, and that there are still loads of people straining away to come up with groovy new games?

The answer to all these probs lies in going back to our roots and TELLING IT LIKE IT IS. The truth sometimes hurts, but in this case we think you'd rather hear it than be given some rosy-tinted hopelessly optimistic view of what may or may not happen with the (possible) advent of proposed SuperAmigas™ and RISC technology. Whatever that is.

To this end here's a complete list of all the games we know about that have yet to appear (apart from the ones we've missed). True, quite a lot of the one's we've previewed in the past have since fallen by the wayside, and true, many of the big name softies we've grown used to seeing around in the past have jumped ship, but it's not all doom and gloom. Feast your eyes on all the Amiga games (apart from the ones we've missed) that're planned. Take note of the fearsomely logical way the information's presented (game name, publisher, issue it was previewed in, release date), ingest the TRUTH, and then face the future forearmed.

The Adrenalin(e) Factor – Mirage (AP49): DEAD
A *Syndicate*-type game. That we won't be getting. But they will on the PC. Gngh. As Jonathan Davies would say. If he were here. And not, for example, working on a PC magazine. Gngh.

Andre Agassi's Centre Court Tennis – Guildhall (AP47): August
Achingly close to completion, and with new graphics and a four player option, the early two player version of this was really rather good. Hopefully, this'll be worth looking out for.



The unfinished versions of *Angst* we've seen showed promise – but where is it?

Angst – DEM Software (AP47)
With no sight of a finished version, and Canadian producers nervous of recent Amiga events in Europe, we fear this one may just have fizzled out.

Arcane Pinball Game – Arcane: 1996
We've only seen a very early version though, but work on this, we are told, continues.

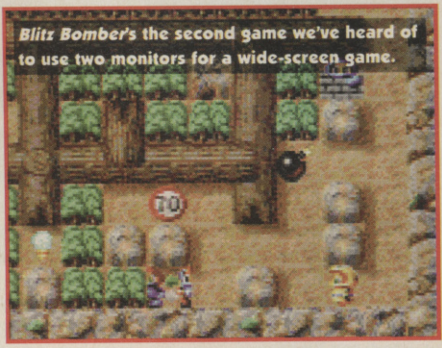
Arnie – Kellion: 1996
Crocodile Dundee styled point-and-click adventure about a South American troll with an Austrian accent who becomes a film star in America. It promises to be, quote, "hilarious."

Baldies – Gametek (AP48): Oct
Spy Vs Spy meets *Cannon Fodder*. We gleefully await this.

Big Red Adventure – Core (AP50): DEAD
The sequel to *Nippon Safes*. A genuine loss.

Blitz Bomber – Leading Edge (AP49): August
Eight player *Dynablaster* clone. Because let's face it, the Amiga needs at least one.

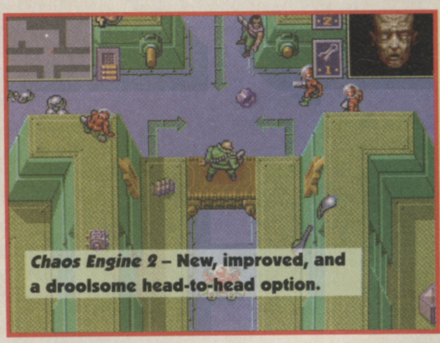
Bubble and Squeak 2 - Audiogenic: ON HOLD
The original sold just 2000 copies. Shame on you.



Blitz Bomber's the second game we've heard of to use two monitors for a wide-screen game.

Chaos Engine 2 – Renegade (AP46): Christmas
It keeps on slipping, but we're fairly confident it'll be worth the wait.

Championship Manager 2 – Domark: Oct
The sequel to the most popular football management game ever. Ever. Coming soon.

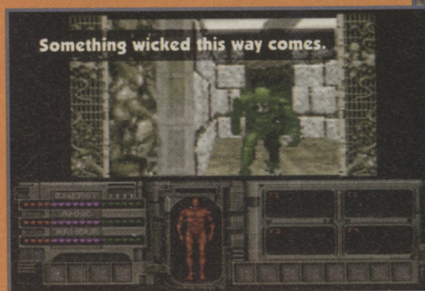


Chaos Engine 2 – New, improved, and a droolsome head-to-head option.

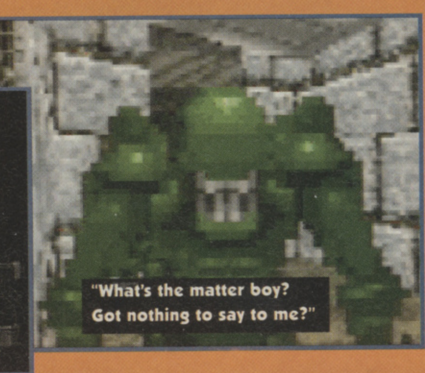
Chess Through The Ages – Kompart: A long, long way off
It's going to be chess. On the Amiga. Again. But not for a while.

ALIEN BREED 3D – TEAM 17 (AP48): SEPT

Still set to be one of the biggest selling games of the year, our knowledge of the truly fabulous looking *AB3D* remains sketchy due to Team 17's ongoing "Yahh-boo, we're not speaking to you" attitude.



Something wicked this way comes.



"What's the matter boy? Got nothing to say to me?"

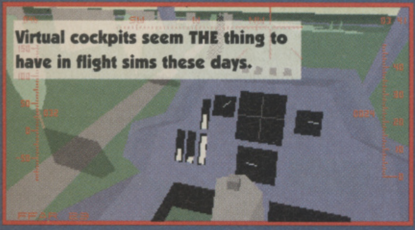
Cyberspace – Empire: DEAD
Some sort of science fiction adventure role-playing type thing that's dead on the PC as well. Ha.

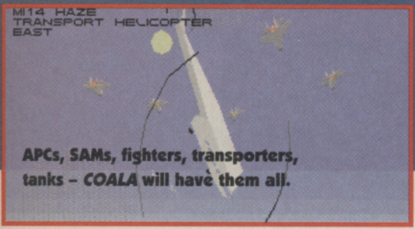
Dungeon Master 2 – Interplay
First there was *Dungeon Master,* and now there is another one. Of it.

Evasive Action – Mindscape (AP44): ON HOLD
"It probably won't ever happen," said Mindscape when we phoned them, bringing our dreams of a no-holds barred top-speed flight combat game on the Amiga crashing down in flames.

COALA – EMPIRE (AP49): OCT

It looks likely that only big-box Amiga owners are going to get the full effect of this stunning looking helicopter flight sim/ blast-'em-up, as the detail's too much for standard A1200s to cope with. Hopefully though they'll include enough options to make a slimmed-down version fun too.

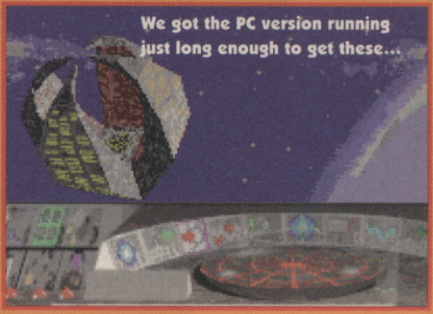

Virtual cockpits seem THE thing to have in flight sims these days.

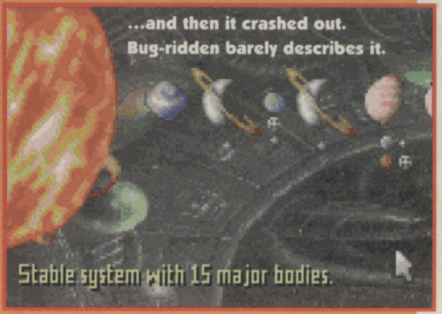


APCs, SAMs, fighters, transporters, tanks – *COALA* will have them all.

FIRST ENCOUNTERS – GAMETEK (AP48)

With the PC version having suffered all manner of humiliating bug problems, it's obviously set back the Amiga version quite a lot. Thankfully, Elite fans are notoriously good at waiting. They have to be.

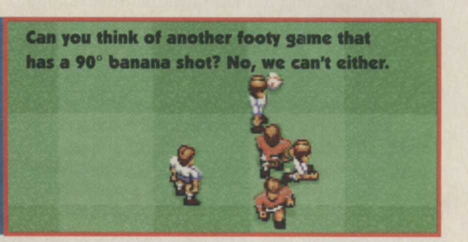

We got the PC version running just long enough to get these...



...and then it crashed out. Bug-ridden barely describes it.

EMPIRE SOCCER A1200 – EMPIRE/GRAFTGOLD: CHRISTMAS

Heading back to the drawing board, Empire Soccer A1200 promises to be a lot more than just a 256 colour version of the excellent original. Disgracefully, hardly anyone bought the original even though we raved on about it, so we look forward to this all-new Speedball 2 in shorts game with almost priapic joy.


Can you think of another footy game that has a 90° banana shot? No, we can't either.

Evil's Doom - Kompart: DEAD
Tedious RPG with 'doom-style' graphics that we probably won't miss all that much.

Final Over – Team 17 (AP48): Sept
We've still not seen a really playable cricket game, so what's going to be the stunner, this one or *Imran Khan Cricket?*

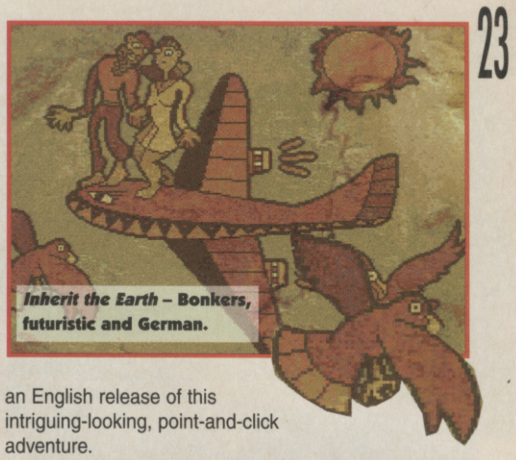
Football Glory Indoor Edition – Kompart: Christmas/January
The *Sensi* look-alike, *Football Glory,* will be re-joining us in a new outfit right after a short break. Stay tuned.

Formula 1 Management – Krisalis: DEAD
The programmer can't be bothered to finish it. Allegedly.

Frontlines – Impressions/Daze (AP46): DEAD
With Impressions swallowed up by the monolithic enterprise that is Sierra On-line we will be spared any further *Detroits, High Seas Traders* and *D-days* (the game). Phew.

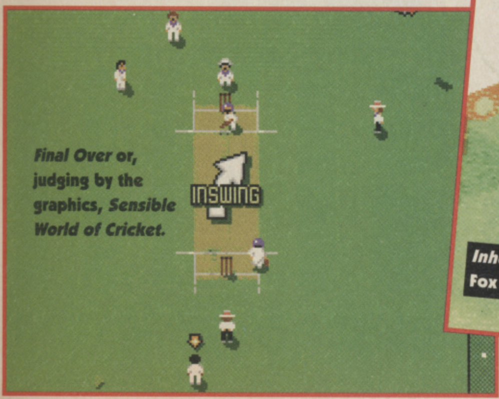
Herewith the Clues – Domark (AP37): DEAD
CD32-based whodunnit. It was 'just days away' for three months and is strangely no more. Who murdered *Herewith the Clues?* What was their motive? We may never know.

Inherit the Earth – Softgold (AP50)
Currently only in German, we've no idea if they plan an English release of this intriguing-looking, point-and-click adventure.

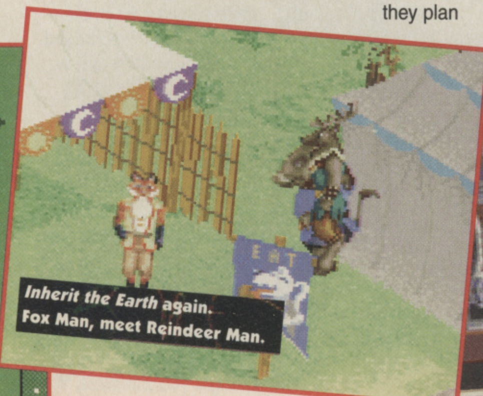

Inherit the Earth – Bonkers, futuristic and German.

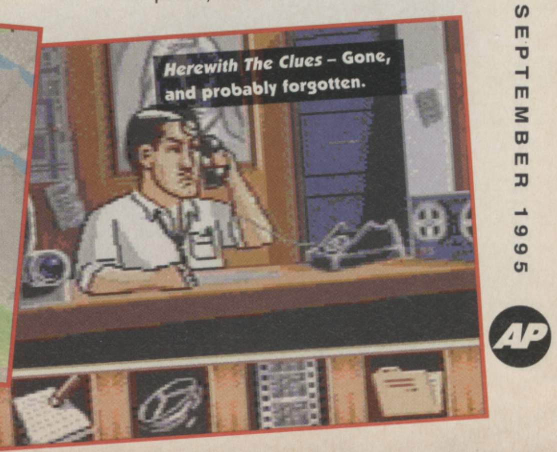
Imran Khan Cricket – Audiogenic: Sept
Or *Graham Gooch's Cricket Mark 2.* Promising substantially better features than the previous attempts, hopefully this'll be much more like the Megadrive version that's been selling out all over the place.

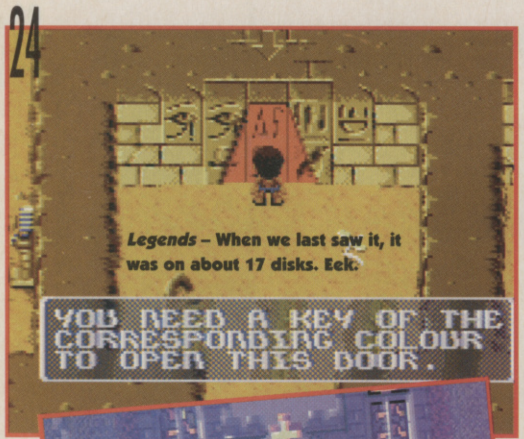
King of Thieves – Team 17 (AP44): DEAD
Alas sire, it is no more. 'Though the women are weeping and throwing themselves off the battlements, Team 17 will not be placated. We must sue for peace, milord.



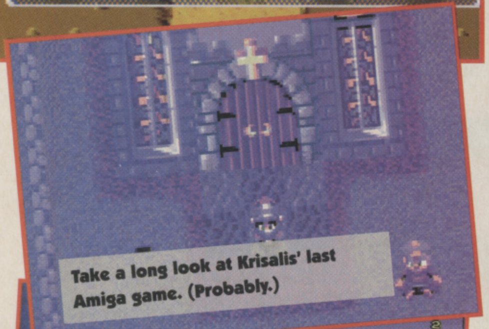
Final Over or, judging by the graphics, *Sensible World of Cricket.*

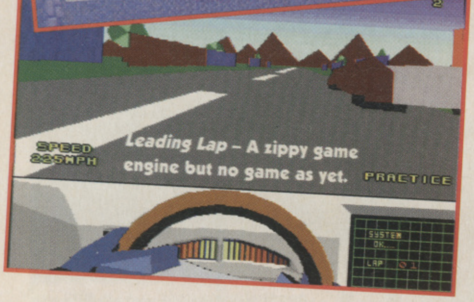

Inherit the Earth again. Fox Man, meet Reindeer Man.


Herewith The Clues – Gone, and probably forgotten.


Legends – When we last saw it, it was on about 17 disks. Eek.

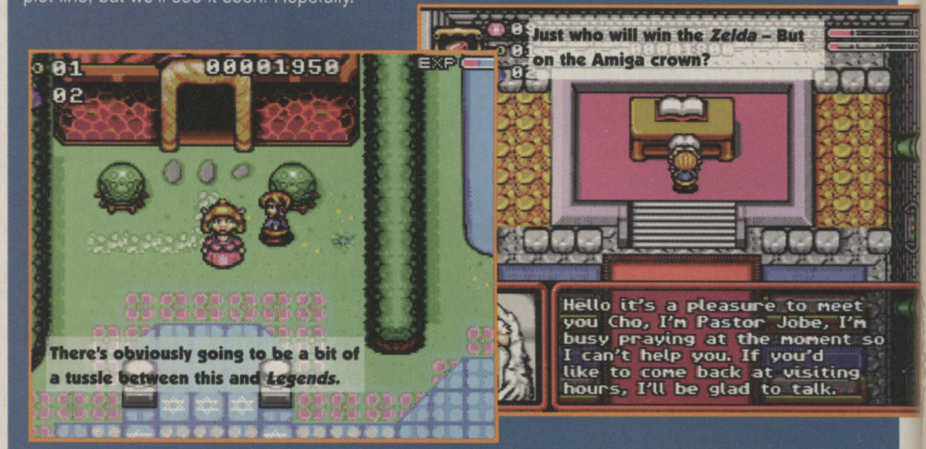
YOU NEED A KEY OF THE CORRESPONDING COLOUR TO OPEN THIS DOOR.


Take a long look at Krisalis' last Amiga game. (Probably.)


Leading Lap – A zippy game engine but no game as yet.

SPERIS LEGACY – TEAM 17 (AP48): AUGUST

Binary Emotions (unlike their overlords) have been quite happy to keep us up to date on this *Zelda*-esque arcade adventure game. It's kind of hard to know what it'll be like as so much depends on the plot line, but we'll see it soon. Hopefully.

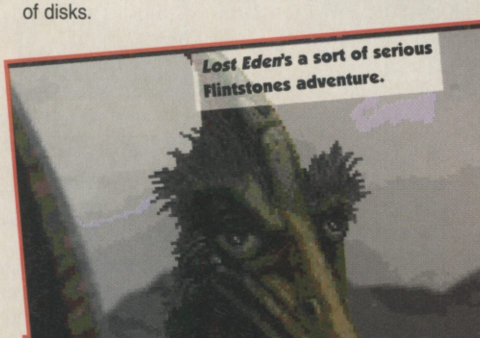

Just who will win the *Zelda* – But on the Amiga crown?

There's obviously going to be a bit of a tussle between this and *Legends*.

Hello it's a pleasure to meet you Cho, I'm Pastor Jobe, I'm busy praying at the moment so I can't help you. If you'd like to come back at visiting hours, I'll be glad to talk.

Leading Lap – Kellion (AP49): Sept
Promising-looking 3D racing game. Shouldn't be long now.

Legends – Krisalis (AP43): Sept
A *Zelda* type overhead arcade adventure game that sprawls menacingly over a huge amount of disks.


Lost Eden's a sort of serious Flintstones adventure.

Limbo of the Lost – Rasputin
Whatever happened to the crew of the Marie Celeste? Rasputin investigate.

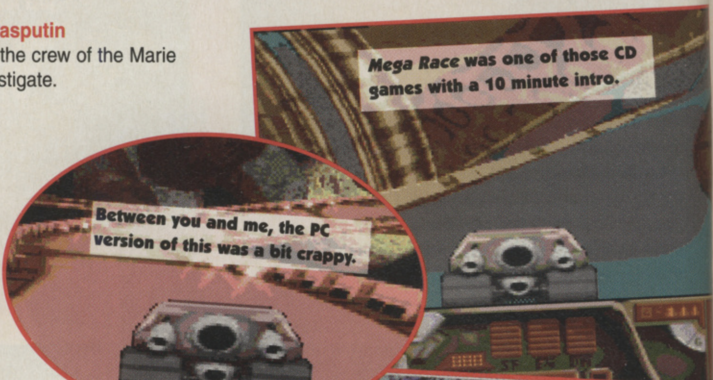
Liverpool Football – Grandslam: DEAD
Ho hum.

Lost Eden CD32 – Virgin (AP50)
Being converted from the PC is this French (alors!) point-and-click adventure with dinosaurs.

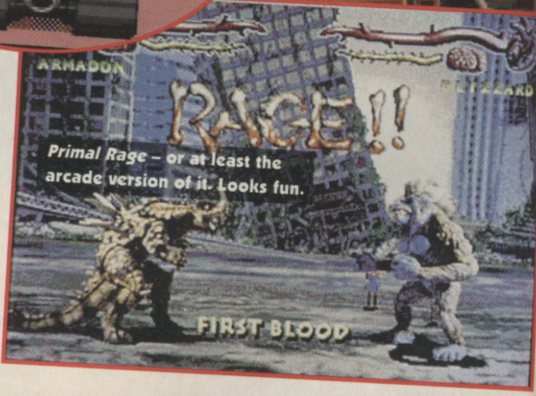
Master Axe – Millennium
Millennium have no plans to release it, although this beat-'em-up may appear independently.

Mega Race – Mindscape (AP40)
"It's unlikely that this'll ever come out," said Mindscape, gloomily.

Oldtimer – Kompart (AP43)
This German turn-of-the-century racing game's now called *Motor City,* which is interesting but kind of irrelevant, as it's unlikely to emerge on the Amiga.


Mega Race was one of those CD games with a 10 minute intro.

Between you and me, the PC version of this was a bit crappy.


Primal Rage – or at least the arcade version of it. Looks fun.

Although they don't have a parrot that plays huge, stone LPs.

my son. I asked old Monk to send you he
y of your Coming of Age will not be
we had planned. This is Elgi and he

Odyssey – Audiogenic (AP52): August
Exile-inspired, character-morphing, platform-based graphic adventure game.

Phoenix (Reunion 2) – Grandslam: 1996
Reunion, you may remember, was a hulkingly mammoth A1200 hard drive only sci-fi strategy/ adventure game.

PID – Terramarque (AP43)
From the people who brought you *Elfmania*, *Private Investigator Dollorally* was set to be an overhead racing game – but with a story. We have no idea what happened to it.

Pinball Mania – 21st Century: 1996
Curiously for 21st Century, it's another pinball game. Its release depends on what happens to the Amiga in the next few months.

Pole Position – Ascon/Daze: Oct
This Formula One management game will be Daze's last Amiga release.

Powerhouse – Impressions/Daze (AP49): DEAD
The same tale as for *Frontline.*

Primal Rage – Time Warner (AP45)
Despite the death of *Resurrection* we are still to be treated to this dinosaur-on-dinosaur, all-action

Pussies Galore – A dead, dull looking platform game.

The Hidden's *TBE* looks fantastic. If only we could see it, instead of just getting screenshots.

Tiny Troops – If ever the world needed a microscopic war game, it was now.

beat-'em-up converted from the arcade version. Whoop whoop.

Pussies Galore – Team 17 (AP45) DEAD
They decided the name was just too terrible.

Rage – Alternative: Christmas
Shoot-'em-up

Rise 2: Resurrection – Mirage/Time Warner: DEAD
What? No *Rise of the Robots 2*? Our tears flow like so much bitter rain.

Rugby Boss – Alternative: Christmas
Rugby management game. Oh joy.

Santa Wars – Alternative: Christmas
The mind boggles.

Seventh Sword of Mendor – Grandslam: Oct
It was a time of darkness, a time of *Dungeon Master* clones.

Simon the Sorcerer 2 – Sentisoft: Oct
Here's hoping it's not going to be as lame and half-baked as the original tired old point-and-click adventure.

Software Manager – Kompart: DEAD
In most cases, a dead game is a Bad Thing. In the case of this software project management game though (no, honestly), we can't help thinking that it was a mercy killing.

Spherical Worlds – Kompart (AP43): DEAD
Alien Breed but with little robots. It is no more.

Star Crusader – Gametek (AP51): Sept
We've seen little of the Amiga version of this *Wing Commander* clone, but the PC version was greeted with a decidedly mixed response.

Sub Station – Unique (AP51)
Unique's Atari ST *Doom* clone looks similar to *Behind the Iron Gate*, in a 'not much detail on the walls' kind of way. Release dates and publishers have still to be resolved.

Switchworld – Kompart: Sept
Wolfenstein clone from Eastern Europe featuring Nazi-bashing a-plenty.

TBE – The Hidden (AP46)
As and when this racing game arrives, you'll see the first demo of it on AMIGA POWER. They promised us.

Team – Impact (AP51): Nov
Another *Sensi*-clone football game, this time from a successful Atari ST release.

Team 17 Pinball – Team 17: DEAD
We don't know what went wrong with this. And they're unlikely to tell us.

Thomas the Tank Engine Pinball – Alternative: August
It's *Thomas the Tank Engine*, it's pinball, it's…

Tiny Troops – Mindscape (AP50): Sept
Dune 2 meets *Lemmings* in this *Micro Machines* scaled strategy/ war game. Or so it says here. It looks fab.

Total Football – Domark: Oct
The graphics of *FIFA Soccer*, the playability of *Sensible Soccer*. Say Domark.

Tracksuit Manager 2 – Alternative: July
A(nother) football management game. That'll keep the Amiga alive then.

Traitor – Alternative: Christmas
Another shoot-'em-up.

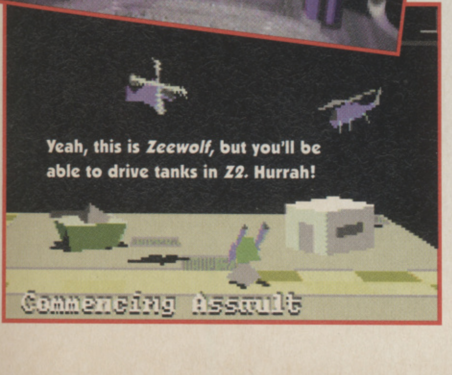
Wheelspin – Kompart (AP51): Oct
Skidmarks derivative with flashy rendered graphics.

World Cup Golf – US Gold (AP42): ON HOLD
Set to be the snazziest golf game on the CD32 ever, and not officially dead, it'll still take a massive jolt to get this up and running. Consider it MIA.

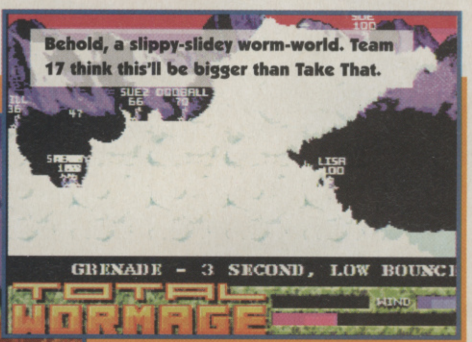
Zeewolf 2 – Binary Asylum: Oct
First there were helicopters, but this time round there'll be boats and tanks for you to control. Expect lavishly illustrated previews of this *Desert Strike* but with *Virus* graphics blast-'em-up in the forthcoming months.

So there we have it, apart from data disks and updates of football management games, that's what the softies have to offer you between now and the start of next year. What happens after that depends massively on what happens with Amiga Technologies and sales of new batch Amigas in the run up to Christmas. If sales are good, then many of the software houses we've been talking to say they'll stick around and continue developing and hey, if there's still money to be made, they'd be foolish not to. But if sales of new computers aren't too hot… Gulp. Best convince mum and dad that your kid brother *really needs* an A1200, eh?

Gametek's *Star Crusade*'s sort of *Wing Commander*. Apparently.



Yeah, this is *Zeewolf*, but you'll be able to drive tanks in *Z2*. Hurrah!



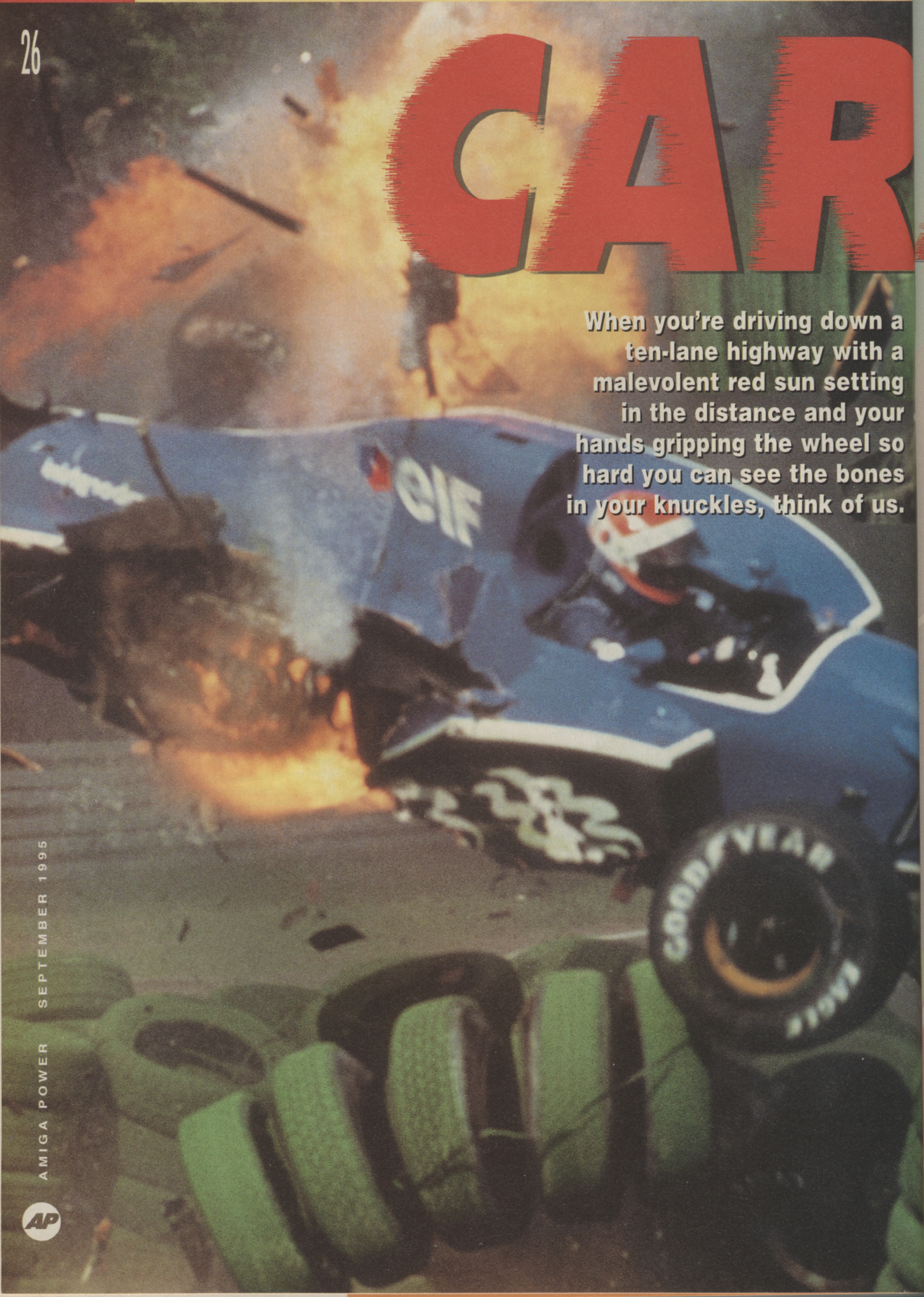
Behold, a slippy-slidey worm-world. Team 17 think this'll be bigger than Take That.

SUE 100
STEVE 100
SI 100
We thought this was alarmingly good fun, but the squeaky voices grated.

Team 17 are convinced this multi-format game's going to be the biggest hit of the year, so much so that even though it's more or less finished, they're holding it back for Christmas. What we've seen of it looks fun, but eerily similar to *Scorched Tan("ks" – Ed)*, our AP41 PD coverdisk game. Only with worms instead of tanks, obviously.

WORMS – TEAM 17 (AP48): OCT

CAR



When you're driving down a ten-lane highway with a malevolent red sun setting in the distance and your hands gripping the wheel so hard you can see the bones in your knuckles, think of us.

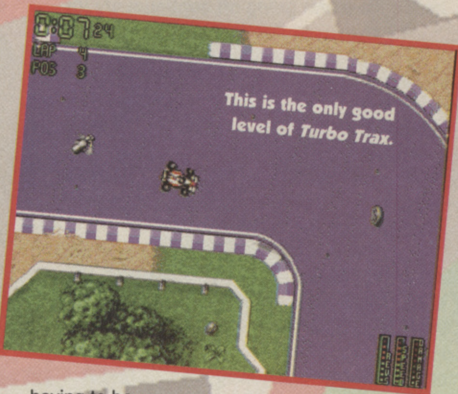
AMBA

Smoke belches from the exhaust of the car in front as it swings wildly across your field of vision. Tensely gripping the steering wheel you throw your vehicle into a braking slide, aiming to power out of the corner and wrest back the lead. But you have misjudged the distances, and accelerate before the apex. You hit the bank and bounce up, your momentum skewing the car to the side. Desperately you struggle with the controls, but to no avail. The chassis catches a roadside obstacle and the entire car loops end over end, compacting by half its size and spewing glass and metal down the length of the road. You are dead, your body a shattered mess.

But not, however, if you are playing a driving game. Then you can press the fire button and start again, unconcerned by haematomas, fibrillation, green stick fractures or people shouting "Code blue!" in your ear. This is obviously an advantage of driving games, as is, indeed, not having to be able to drive in order to play them – NO MATTER HOW REALISTIC. You'll also, of course, be able instantly to tell how good you are with 'ranking' – in real life it can take up to 50 years for society to acknowledge a good driver, at which point they ban you for being old.

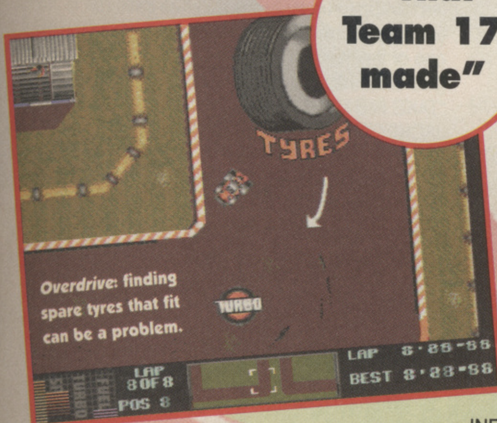
From the programmer's point of view, too, driving games are a Good Thing. In what other genre can you be hailed a success for jerking badly-drawn trees out of the screen at fifty feet a frame? And if you can't be bothered intricately reproducing a feeling of speed, putting some horizontal lines on the road will do the trick. And the public loves 'em. It is little surprise, therefore, that the biggest-selling game of ALL TIME was *Mario Andretti's Racing Challenge*, if certain factors are taken into consideration.

Let us now, then, look IN DEPTH at driving games. What are they? Where do they come from? Are they Republican or Democrat? Who is Nelson Sandwich anyway? ALLOW US TO DISSEMINATE ESSENTIAL INFORMATION.



This is the only good level of *Turbo Trax*.

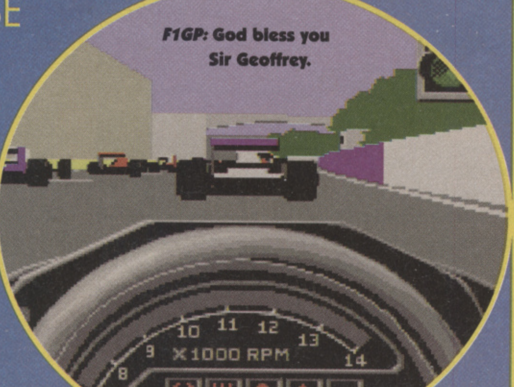
"That Team 17 made"



***Overdrive*: finding spare tyres that fit can be a problem.**

HERO OF THE CAUSE

Of those who have chosen to write driving games, no one stands closer to the old woman getting out next stop on the great Underground o' Success than Sir Geoffrey Crammond, he who wrote *Stunt Car Racer* and *Formula One Grand Prix*. Many hours of maximum spillage at AP have been provided by the progeny of Sir Geoff's clever brain, and we salute him, despite hearing he is working on *Formula One Grand Prix 2* EXCLUSIVELY FOR THE PC and keeps sending his brother to Italy in order to take photographs of racing tracks. We hope absolute power has not corrupted him.



***F1GP*: God bless you Sir Geoffrey.**

WHY DRIVING GAMES ARE GREAT – A SYNOPSIS

- You can relate to what's going on. It is, in fact, ALMOST REAL LIFE.
- But you can do things that you couldn't do in real cars.
- They don't pollute the atmosphere and kill children.
- Some of them have guns in. This is good.
- Your head doesn't come off when you have to stop suddenly.
- Or crash.

OVERHEAD 'SUPERSPRINT' TYPE GAMES

One of the most aged and crustiest of any video game genres, top-down racing games are all variations on the practically stone-aged pub favourite *Supersprint*, where three players gaze down from up high on a single-screen twisty circuit.

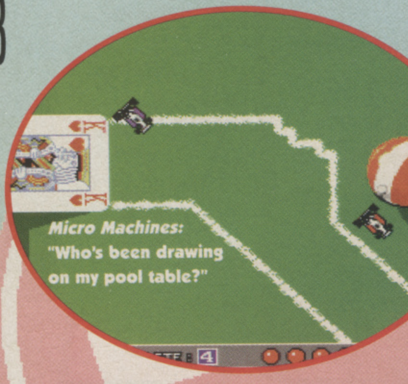
Interestingly, and exasperatingly, whereas genres such as shoot-'em-ups and (yes) even platform games have evolved over the intervening decade, feeding off each other's ideas, trawling through new ones and keeping the best bits for the sequel, *Supersprint* games haven't been as fab and progressive.

Some incisive historian (perhaps AJP Taylor, who has since died) once pointed out that armies never learn from other armies' mistakes, only from their own, and *Supersprint* games seem to have taken the same route. How else could Arcane have made all the same fatal errors in 1995 with *Turbo Trax* that Team 17 made with *Overdrive* in 1993? And how could they have both ignored the complete excellence of *Micro Machines*?

MICRO MACHINES (AP30, 88%)

Forget the fact that this is just a graphically revamped version of an 8-bit NES game, forget the fact that this has none of the parallax effects and only some of the graphics of the Megadrive version and completely ignore the fact that it's a couple of years old, this is the (the! THE!) top-down racing game on the Amiga.

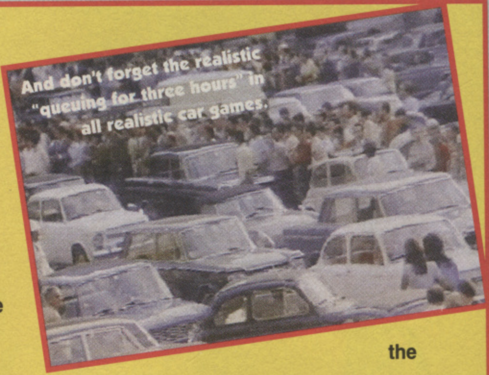
Micro Machines has the great gimmick of driving round miniature courses in weeny cars, but that's not what makes it fantastic. Without resorting to split-screen displays, it copes with two players at once by turning the main problem into a feature. "What happens when one player's so far ahead, the other one's not on the same screen?" asked ➤


Micro Machines: "Who's been drawing on my pool table?"

AUTHENTIC REAL-LIFE CAR GAME

But what if a software publisher were to do an authentic inner-city racing game? We IDLY SPECULATE.

You'd start in someone's house as a party breaks up. You'd run to your car, slam the doors and beep the horn, then drive away at speed, playing MN8 at full volume so all that can be heard outside the car is a raggedly insistent thumping. After negotiating the back streets to avoid any police, you'd arm your car alarm and go to bed, falling asleep so soundly you fail to notice the alarm going off continuously for the next eight hours. It would have a serial link option and ideally cost no more than £30.

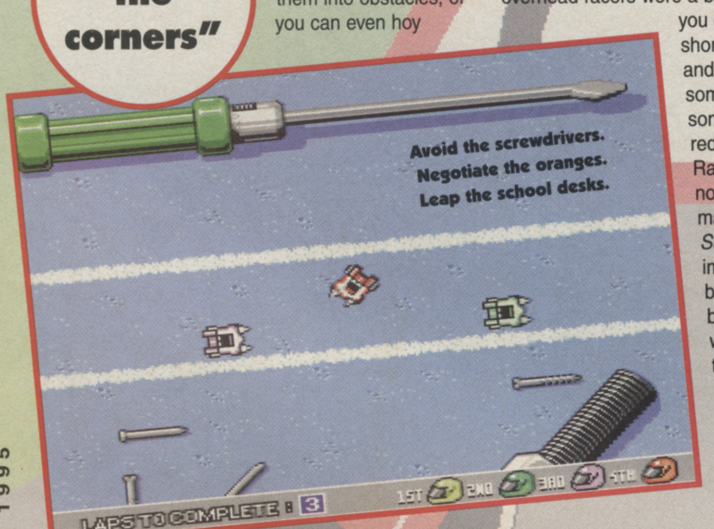

And don't forget the realistic "queuing for three hours" in all realistic car games.

the confused players. "Simple – the leading player scores a point," replied the programmers slightly smugly. It's a neat solution, but it's still not the vital element of greatness.

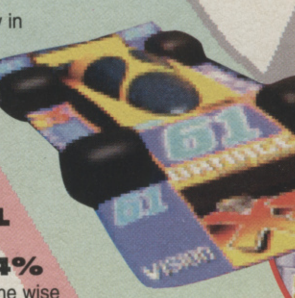
Micro Machines is fun. FUN, do you hear me, FUN. In one-player mode it's great to battle with the computer cars, nudging them off table edges and ruler bridges, bashing them into rubber ducks and snooker balls and generally being a bad sport, but in two-player mode, it makes you laugh and holler, shake your fist angrily at your opponents and cry. Playing *Micro Machines* is an enjoyable experience, which is more than can be said for the majority of this tragic haul.

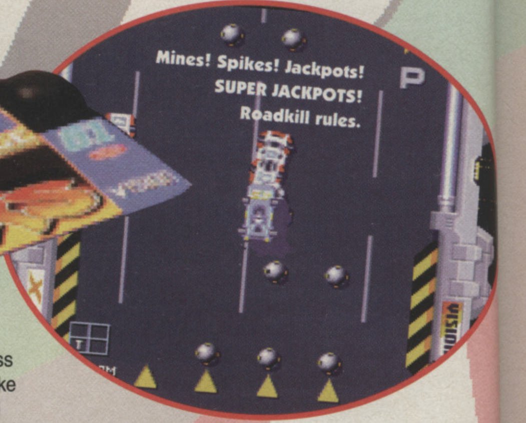
You can doggedly stick to the track and try to outrace your opponent, or you can try to knock them into obstacles, or you can even hoy off across country in a race-against-time bid to cut a corner before your car explodes.

"Hmm, the corners"


Avoid the screwdrivers. Negotiate the oranges. Leap the school desks.

ROADKILL (VISION) AP45, 84%




Mines! Spikes! Jackpots! SUPER JACKPOTS! Roadkill rules.

Long, long ago, the wise members of the programming fraternity realised that as a game concept, overhead racers were a bit, well, dull really. Unless you could ram people, or take short cuts, it was just round and round, and you needed something else to do, maybe some function for that redundant fire button. Racing games with guns are nothing new (*Supercars 2* managed to ruin the *Supercars* concept by implementing weapons badly as far back as AP20) but *Roadkill* manages it with such aplomb that there's really no need to look any further, unless of course, you haven't got a CD32 or A1200, in which case you're stuffed.

There's not actually that much to the game other than driving round and shooting things, but the enthusiastic way everything's done demands you play it. It's fun, and isn't propped up by flashy graphics or intros (although ironically, the CD32 fully rendered intro's one of the best we've ever seen) but by bombastic glee in all things wheel- and explodey-based. "TAKE HIS LIFE!" it yells, "GET THE SUPER JACKPOT!" and it's hard not to.

OVERDRIVE (Team 17) AP31, 46%

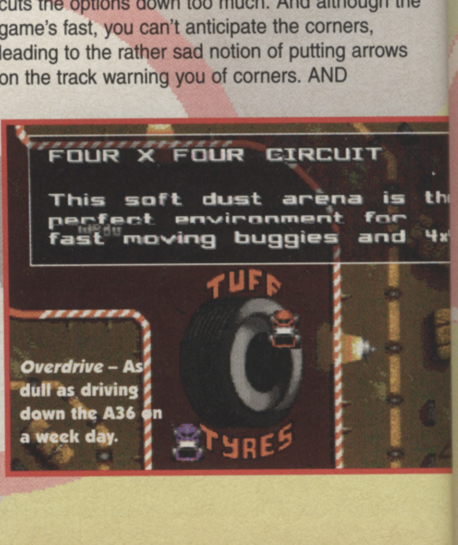
Released the month after *Micro Machines*, *Overdrive* was a complete mess. Whereas you always know exactly where you are on a *Micro Machines* course by the details scattered around and across the track, the uniform drabness of *Overdrive*'s tracks leaves you guessing where the next corner is.

Hmm, the corners. *Micro Machines* has got twisting, turning tracks that head off at all angles, but *Overdrive*'s got just 90 degree bends, which cuts the options down too much. And although the game's fast, you can't anticipate the corners, leading to the rather sad notion of putting arrows on the track warning you of corners. AND

WHEN BOREDOM CALLS

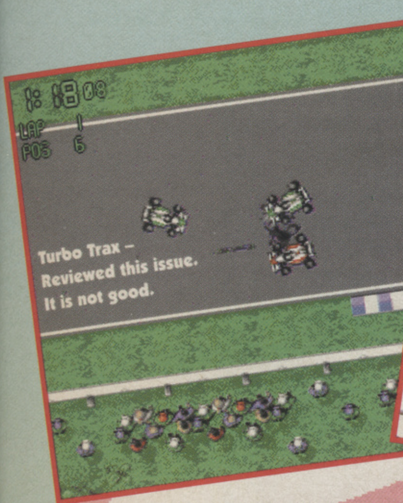
There comes a point in every driving game where the grey veil of boredom slips about your eyes like the blindfold on a volunteer from Paul Daniels' audience, but without the large mad Russian bloke in a steel ball. At that point you've played all the tracks, caught all the bad guys and found all the secret bits, and badly need some way of stringing out the game's entertainment value on the grounds you paid £30 for it and it's the afternoon of the day you bought it. Well, fear no more. We present the official AMIGA POWER Good Things to Do in Car Games. Guide.

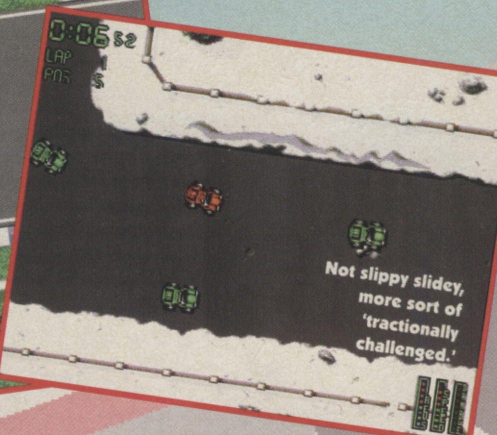
- **Drive the wrong way. Yawn.**
- **Target one of the computer cars and harass him for the entire race.**
- **Try to get as far off the track as you possibly can.**
- **If you have a reverse gear, practise handbrake turns. Alternatively, drive around backwards.**
- **In *Skidmarks* and *Skidmarks 2*, try to turn a complete loop in mid-air as you zoom off the ramps.**
- **Run over your pit crew. (A delightfully unpleasant secret bit in *Roadkill*, in fact.)**
- **In the shop, spend all your money on acceleration without upgrading your tyres.**
- **Try to take out everybody else by parking sideways on a thin bit.**
- **Have a second player control the brakes and accelerator while you handle the steering.**
- **Don't play racing games. They're largely terrible.**


FOUR X FOUR CIRCUIT

This soft dust arena is th
perfect environment for
fast moving buggies and 4x

Overdrive – As dull as driving down the A36 on a week day.


Turbo Trax – Reviewed this issue. It is not good.


Not slippy slidey, more sort of 'tractionally challenged.'

THERE'S A SLIPPY-SLIDEY ICE WORLD! Unbelievable. Imagine our surprise that after having given *Overdrive* a right old kicking, we were forced to do the same thing to *ATR* (AP48, 38%) around 18 months later, when they presented pretty much the same thing all over again, only with nicer graphics and stupider tracks. Sigh. Does no one listen to what we say? I said, does no one… Hello? Hello?

TURBO TRAX (Arcane)

Although it looks a lot nicer, and has a few better ideas about how the computer cars navigate, in terms of game structure and (lack of) enjoyment, this month's release *Turbo Trax* is right up there with Overdrive. Ghnff.

There is of course, a much older, more traditional form of overhead racers, the kind that show the entire track on screen at once. They're out of favour at the moment (presumably because the graphics always end up being tiny) in all but PD circles, but we've a sneaking respect for such creaky oldsters as *Carnage* from Zeppelin, *Supercars* from Gremlin and even *Miami Chase* from Codemasters, a game so old, it was reviewed in the budgets of AP2.

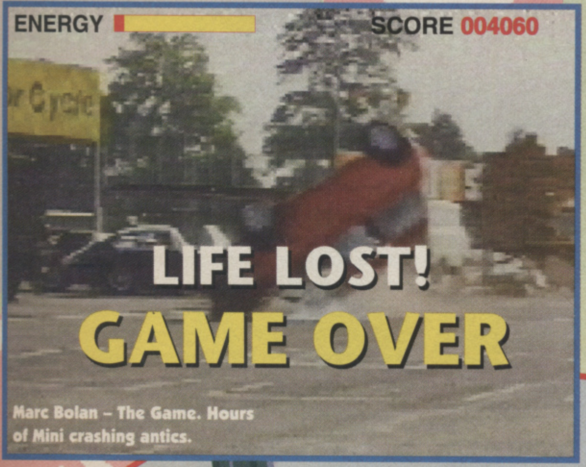
The conclusion to this? Outside *Roadkill* and *Micro Machines*, the overhead racing game on the Amiga is either limp and lifeless, or limp and old. As a rule, it's probably best to avoid them.

"Mark Bolan and a mini, for example"

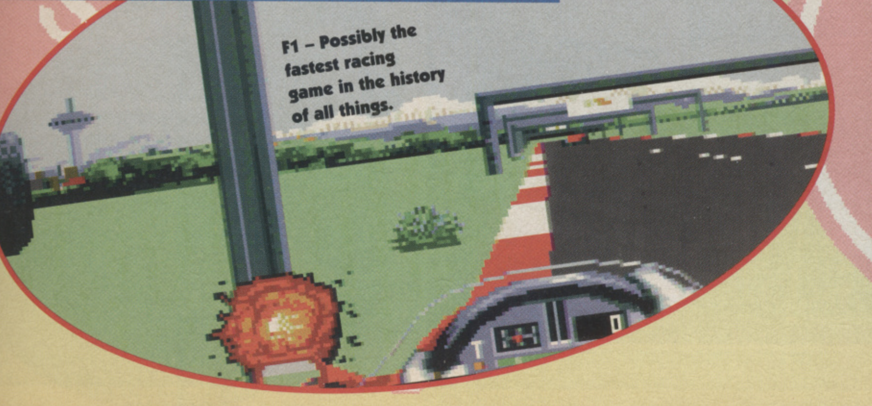
PRO-CELEBRITY CROSS-COUNTRY RACING

Big name sponsorship's helped sell many a racing game, from this month's dire *Touring Car Challenge* to *Nigel Mansell's World Championship* and *Lotus Turbo Esprit 3*. Readers of AP39 may recall our first IDLE SPECULATION along these lines, resulting in *James Dean Porsche Spyder Challenge 2* ("And he's off! The road, that is"). But what of driving tie-ins of the future?

We foresee a hybrid of Wacky Races, the film Monte Carlo or Bust, *Skidmarks 2* and *Street Racer* from the consoles. Choosing your dead celebrity (dead to avoid undue offence and possible copyright problems) in their trademark vehicle (Eddie Cochran and a Ford Consul, for example), you have to get from London to Paris. There'd be damage meters and special moves ("Oh no! He's peppered my car with his acorn gun!") and if you crashed, you'd get a video clip of the smash. To the left we present an artist's impression of Marc Bolan misjudging a corner on stage three.



Marc Bolan – The Game. Hours of Mini crashing antics.


F1 – Possibly the fastest racing game in the history of all things.

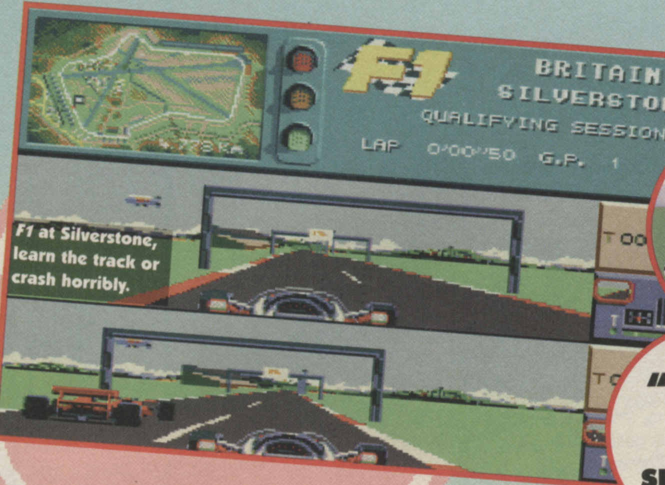
CAN THE SKILLS LEARNED FROM DRIVING GAMES BE USED IN REAL LIFE?

It is a well-known fact that good real-life drivers do not make good game drivers. They are for one thing too safety-conscious and tend to complain about the lack of zebra crossings. But what if one were to introduce a non-driver who had played many driving games to a real-life car? What would be the result?

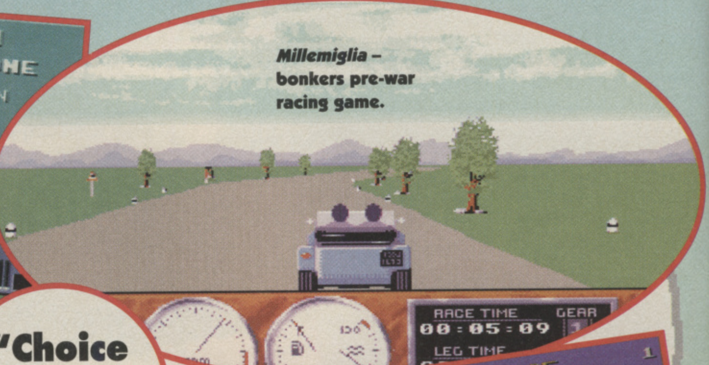
Jonathan, it so happens, despises cars, and does not know how to drive them. But he has played many racing games, and is therefore an ideal test subject. We reprint a time line of this important social experiment.

9:30am – Jonathan doesn't turn up.
10:15am – Jonathan turns up. Enters car, a Toyota Corolla, the length of a Ford Mondeo.
10:20am – Key is indicated. Jonathan stops looking for start button. First, tiniest inkling that something is going terribly wrong.
10:30am – Jonathan gets car moving. Goes instantly through gears to fifth.
10:33am – Car finishes accelerating to top speed. Jonathan reaches M4. Starts swerving violently from lane to lane in order to prevent other cars passing.
10:34am – Jonathan 'mansells' it through a cone chicane near Swindon, cutting off an 18 wheeler full of distressed veal calves and forcing it to jack-knife into the on-coming traffic. Emergency services are scrambled and instructed to wear waders.
10:35am – Police arrive. Jonathan slows momentarily so they'll chase a faster car instead. Ploy fails.
10:36am – Jonathan sideswipes police car. Police car crashes in flames.
10:37am – Jonathan runs over hitchhikers. Points would usually be lost, but as they are illegally waiting on a motorway, the fine is waived.
10:42am – Jonathan finds drug runners. Repeatedly rams their car from behind. Calls on drug runners to surrender. They shoot him.
10:46am – Jonathan dies of sucking chest wound. Experiment concludes.

It can thus be seen that driving game skills do not necessarily translate successfully into real life.

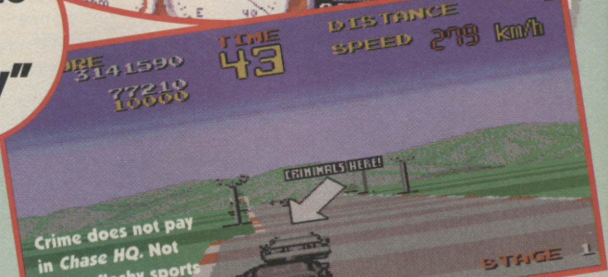


F1 at Silverstone, learn the track or crash horribly.



Millemiglia – bonkers pre-war racing game.

"Choice of speedy"



Crime does not pay in *Chase HQ*. Not past a flashy sports car any way.

THERE'S A TREE IN MY FACE

F1

Speed is vitally important in a first-person game. You're not going to be convinced you're in a thin metal cage whirring five inches above streaky tarmac at anything up to 200mph if the screen updates like a complicated wardrobe being put together. Step forward *F1*, engine purring like a big lion that's just eaten a whining child, hurling roadside features out of the screen as if propelled by an atomic blast. It's absolutely the fastest thing on the Amiga, hugely exciting to play, and really cheap now the insanely inferior *World Champion Edition*'s been released. BUY IT.

MILLEMIGLIA

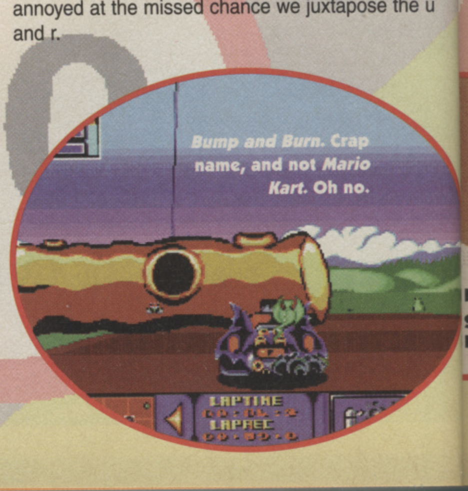
More than probably any other type of game, racers don't bother to be clever. You're always competing in the Grand Prix, or driving around city streets. But – hurrah! – *Millemiglia* is proudly its own game, depicting as it does a pre-WW2 cross-country race between cars whose wheels fall off every six or so miles. Utterly charming, from its scat-singing intro ("Bort bort! Bort bort baby! Bap bap! Bap bort baby!") through the option to play as a real-life madman (the manual boasts of the game's authenticity; it was intended as Volume One ("1927-1933!") in a history of motoring series) to the way your navigator keeps looking uncertainly about himself, the driving bits weren't really that good at all. (Although Steve's delighted with it, citing the sudden bends as tremendously exciting.) But hey, eh?

CHASE HQ

A random example of the dozens of practically indistinguishable coin-op conversion, *Chase HQ*'s gimmick was that you played a policeman and had to ram bad guys' cars until they surrendered. In between you drove through (sigh) cities and (sigh) deserts. The game's perfectly serviceable and all that, but you'd have a hard time picking it out at an identity parade.

BUMP AND BURN

We've long held that Monte Carlo Or Bust or Wacky Races would make a fantastic driving game, with their multiple characters, choice of speedy but honourable types (who'd be obliged to stop if they saw a crash in order to help out) and weak but sneaky types (who'd keep setting booby traps, but there'd be a chance of their rebounding on them) and obvious network option. Grandslam clearly had the same idea, as *Bump and Burn* is Wacky Races – but on a computer. And not very good. Every car handles the same, the circuits are ridiculously long and empty and the whole thing reeks of copyright-dodging cash-in. WE SPRUN IT, and are so annoyed at the missed chance we juxtapose the u and r.



Bump and Burn. Crap name, and not *Mario Kart*. Oh no.

KNEE-DOWN SPARKIES…

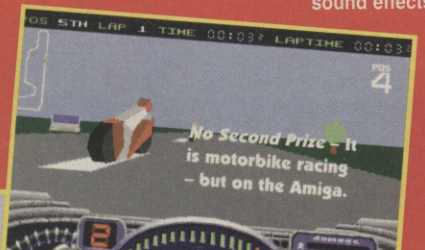
… in which we pose that eternal question: are motorbike games just car racing games – but on two wheels? Or what?

It's the nature of things that in real life, more people are into cars then motorbikes, F1 gets more TV coverage than the Superbikes, and more people would recognise Damon Hill than Kevin Schwantz. *(Who? – Mrs Schwantz.)* All the same, that's no excuse for making drippy bike racing games.

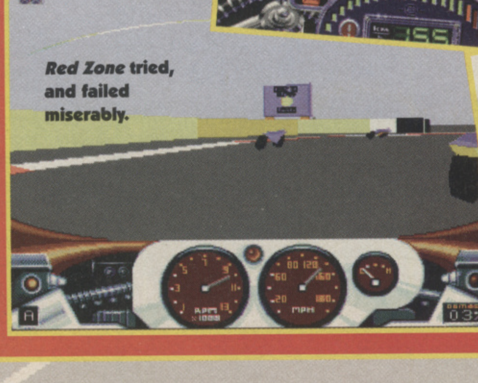
Super Hang On is a pretty good racing game, converted well from the arcade machine and featuring smooth graphics, but as a realistic (or even vaguely evocative) experience, it scores zero. Riding a bike's all about moving your body to move the machine, whereas car driving's about sitting down and turning a wheel. One can be recreated on a computer quite easily, the other can't, and games such as *Prime Mover* (AP32, 22%) would be useless regardless of whether your vehicle was a car or a bike or a hedgehog, so we'll mention it no more.

Red Zone (AP19, 54%) tried a different approach to get that all-important bike feel, and failed almost entirely by using an only marginally controllable control system. *No Second Prize* (AP20, 84%) on the other hand, uses many of the same techniques, and works beautifully. The key to *No Second Prize* is use of the mouse, which, being an analogue device, allows you to lean the bike over at any angle. This fine control combined with a silky smooth 3D and some fantastic sound effects leaves this in a league of its own.

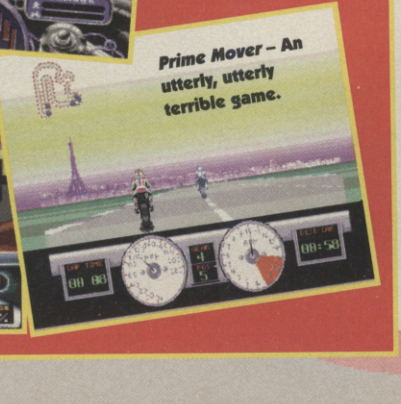
We conclude, therefore, that bike games are indeed car games. Except for *No Second Prize.* What a waste of time.

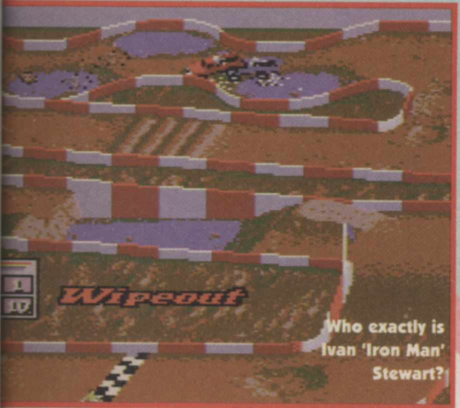


No Second Prize – It is motorbike racing – but on the Amiga.



Red Zone tried, and failed miserably.


Prime Mover – An utterly, utterly terrible game.



Who exactly is Ivan 'Iron Man' Stewart?

WILD WHEELS
It's a football game! But with cars! Blimey.

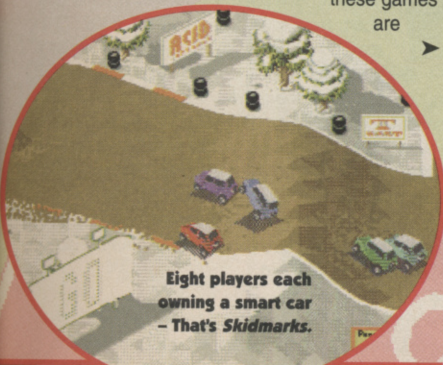
SORT OF 'UP A BIT AND TO THE LEFT' TYPE RACING GAMES

While we're ALWAYS RIGHT in everything we say and do, we've also got notoriously poor memories. Take Absolute Power as an example of this. Billed as "every Amiga game ever" back in AP24, it still didn't stop us printing an eight page addendum in AP27 and finishing off the whole ordeal with the book of the feature a year or so later. Maybe we should start claiming that we're ALWAYS RIGHT, EVENTUALLY.

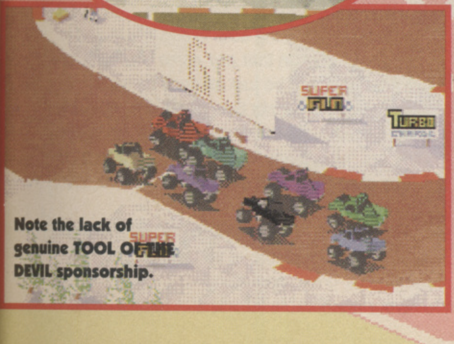
However, even taking into account our aluminium-drenched frontal lobes creaking their way through the first stages of Alzheimer's, we can only remember three racing games using an overhead 3D perspective, and two of those are *Skidmarks* and *Super Skidmarks.* There's a copy of *F1* to the first readers who writes in and tells us of any more.

In many ways, *Ivan 'Iron Man' Stewart's Super Off Road* (AP12, 83%) is the great grand-daddy of *Skidmarks,* the main difference between the two being that in *IIMSSOR,* each level's squashed into a single screen, while the *Skidmarks* tracks lounge over a couple of screens and even a couple of monitors.

Apart from that, all these games are ➤



Eight players each owning a smart car – That's *Skidmarks.*



Note the lack of genuine TOOL OF THE DEVIL sponsorship.

FOUR WHEELS – TWENTY FIVE TIMES A SECOND

Films are slam-bam crash-packed with car chase sequences, yet when it comes round to cynically grabbing a bit of extra cash in a sloppily produced film licence game, they're almost entirely ignored in favour of tedious platform games. There are exceptions of course (*Robocop 3* from Ocean had a pretty nice polygon bit) but it comes as no surprise to us (or anyone really) that the multi-format games of this year's blockbusters (*Batman Forever, Judge Dredd, Priscilla Queen of the Desert*) turn out to be a platform beat-'em-up, a platform shoot-'em-up and a platform-cross-dress-'em-up. This state of affairs is obviously wrong, and one which we (inevitably) feel should be corrected, resurrecting classic films and great games in some kind of double-pack video/disk deal. Like these.

SPEED

Digitised photos of Sandra Bullock, a polygon version of Keanu (just animate two cuboids for the mouth, and challenge anyone, ANYONE to spot the difference between this and the real one) and a fantastic 'into the screen' racing game. Play as either the bus driver to negotiate bends and jumps (but watch that speedometer) or the police support driver, matching the erratic course of the bus while getting close enough for passengers to jump to safety. Features a bonus sub-game where you have to identify the bit-player who was in Ferris Bueller's Day Off for extra points.

BULLITT

Regarded for good reason as the best car chase sequence ever filmed, the choppy up-and-down nature of the San Francisco road system demands a thrilling *Stunt Car Racer* type game engine. Can you lose the bad guy? Can you shunt him into a petrol station, ensuring his fiery demise in a cloud of confectionery and charcoal briquettes? Can you avoid bashing your face against the dashboard as you leap over yet another tram? All this and more in Bullitt The Game, a film licence that's missed the boat by merely a few decades.

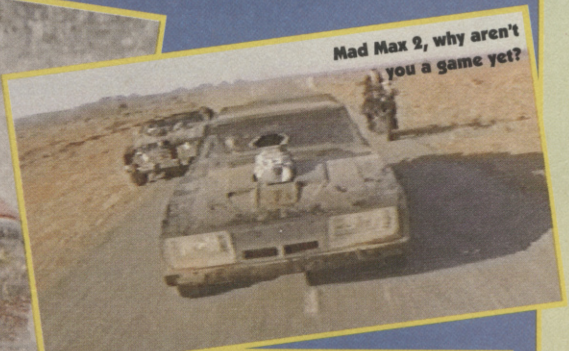
THE ITALIAN JOB

Yes, again. We love this movie, and it's currently selling for about a fiver at HMV, so PURCHASE IT WITHOUT HESITATION. Even if it is the pan-and-scan version. By far the finest 'car-based caper movie starring Michael Caine and Nöel Coward' of the '60s, the Mini Cooper action around various Turin locations demands a *Skidmarks* three-quarters perspective and a bonkers soundtrack featuring Benny Hill samples (as the mad professor) to capture the authentic feel of the headlong rush around the Fiat test track. Features a bonus sub-game where you waggle the joystick to keep everyone up the right end of the bus as it teeters on the Alps.

MAD MAX

The game *Overlander* never actually made it to the Amiga as planned, which seems just as well as it was universally hated by console owners. However bad it may have been, the initial plan was to make it Mad Max – But on a computer, and the idea seemed okay, with a standard into the screen driving game intercut with a side view so you could blow away motorcyclists with your shotgun as you overtook them. We reckon Mad Max 2 would be a far better film to base a game on, with loads of scope for 'pushing the small kid along the truck bonnet' sub games as well as lots of tasty straight-line bonkers vehicles based carnage.

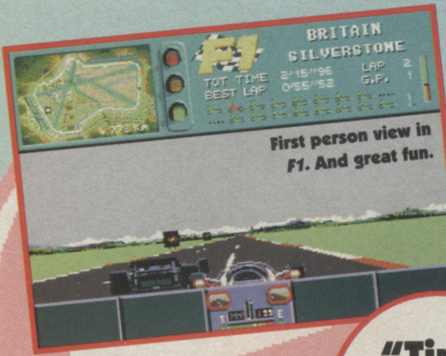
More lights than a Mini deserves. And driven by Michael Caine too.



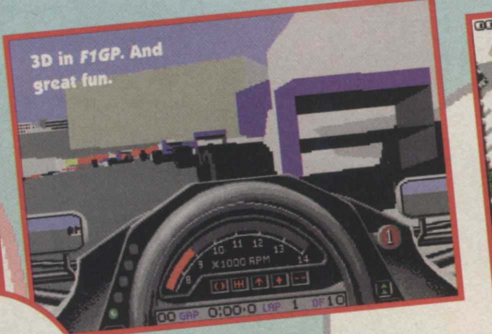
Mad Max 2, why aren't you a game yet?

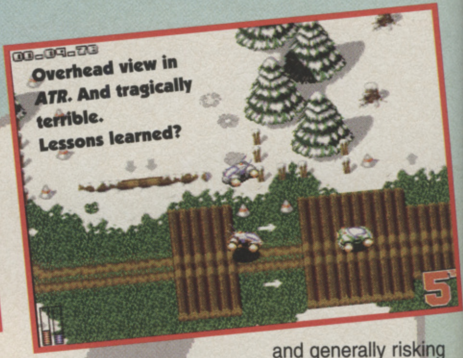
Cars, planes, bikes and trucks – How much inspiration do you need?

This is a self-preservation society.



First person view in *F1*. And great fun.


3D in *F1GP*. And great fun.


Overhead view in *ATR*. And tragically terrible. Lessons learned?

bouncy, slidy, muddy, screechy, bumpy, clunky, bashy, jumpy, crashy masterpieces. And of course, with *Super Skidmarks*, you get cows, caravans, and the awe-inspiring, two Amiga, eight player cinemascope option, which causes us to tremble with anticipation whenever we load it up.

"Tired old has-beens"

RACING MANAGEMENT GAMES

Take no notice of the car related names, this month's *Touring Car Challenge, F1 Manager* from Ascon and *Formula One Challenge* from Amivision are NOT racing games. They're racing team management games, so we'll move swiftly onwards. Every magazine needs to know its limits.

POLYGON RACERS

Forget *Bill Elliot's Nascar Challenge, Hard Drivin' 1* and *2, Indianapolis 500* and *Mario Andretti's Racing Challenge,* if indeed you'd ever heard of them in the first place. There are only two polygon racing games worth playing on the Amiga, and they're both by the same man. Did we say man? We meant GAMING GOD, for the legendary Sir Geoff Crammond is a shining beacon of inspiration for all aspiring race programmers. And shall remain so FOR THE NEXT THOUSAND YEARS. We reckon.

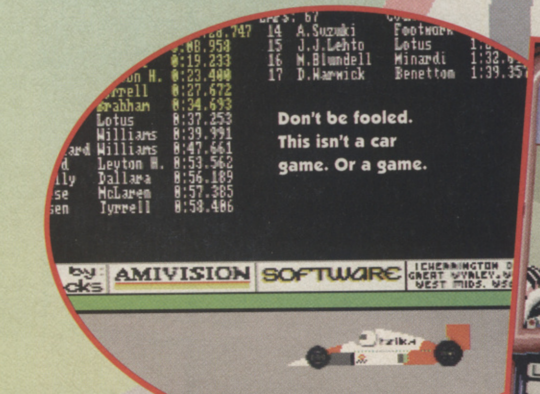
STUNT CAR RACER

Currently cruising the budget scene for around a fiver, *Stunt Car Racer* sets you the implausibly stupid task of racing another car (either computer controlled or another player via a null modem link) around a series of roller coaster tracks, leaping huge gaps, speeding over huge bumps and generally risking life and limb at every turn. The rudimentary graphics, tiny animated area of the screen, limited number of tracks and screeching sound effects matter not a jot, for the feeling of sheer speed and danger remains unmatched to this day. Leaping the huge gaps IS scary, struggling against a banked corner IS exhilarating. *Stunt Car Racer* – it does exactly what it says on the box.

F1GP

Want a game that perfectly recreates formula one racing? One that you can tailor to your computer and skill level, so you're always playing a competitive race at the fastest speed that your machine can handle? One that's got smooth yet detailed polygon graphics, realistic sound (sort of) and courses that match the real life version?

Look no further, for Sir Geoff has given us his gift to the world; his magnum opus. *Formula One Grand Prix,* we shall always love you.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    :28.747  14  A.Suzuki     Footwork
    :08.958  15  J.J.Lehto    Lotus       1:
    0:19.233 16  M.Blundell   Minardi     1:32.6
on H. 0:23.400 17 D.Warwick   Benetton    1:39.35
rrell   0:27.672
rabham  0:34.693
Lotus   0:37.253
Williams 0:39.991
ard Williams 0:47.661
d  Leyton H. 0:53.562
lly Dallara  0:56.189
se  McLaren  0:57.385
sen Tyrrell  0:58.486
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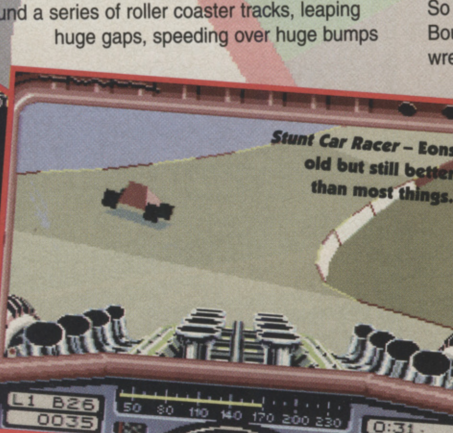
Don't be fooled. This isn't a car game. Or a game.


Stunt Car Racer – Eons old but still better than most things.

So we've cruised the length of Driving Game Boulevard past the broken down and stationary wrecks of tired old has-beens and never-will-bes, and revved up at the lights only to be burned off by the handful of worthy and gleamingly gorgeous Amiga racing games. But enough of these driving metaphors, what of the future?

Fledgling 'Next Generation' machines are making a big thing of their racing games as they're a good showcase for all those independent graphics processors. However, seeing as we're unlikely to ever see this kind of raw, unrestrained power on the Amiga, and seeing as many of these games turn out to be complete turkeys when you actually play them (according to our pals on Verge magazine), we'll stick to talking about game elements, and what we think would improve racing games. In the unlikely event of anyone in the software industry agreeing with us, we'd end up reviewing better games, and so we'd win. If, on the other hand, you the readers disagree violently with us, then you'll no doubt write into us, and once more, our letters pages will be filled with comment and speculation ABOUT GAMES, so once again we'd win.

VIEWPOINTS – We're not too fussy about this, although overhead views are a bit old-hat, and have all those creepy connotations of 90 degree bends and not being able to see where you're going. We reckon that any game you could play overhead would be just as good as an isometric *Skidmarks* type game, and therefore favour that. Into the screen games are brilliant racers, as are any kind of polygon. Just drop this obsession with overhead views. Please.

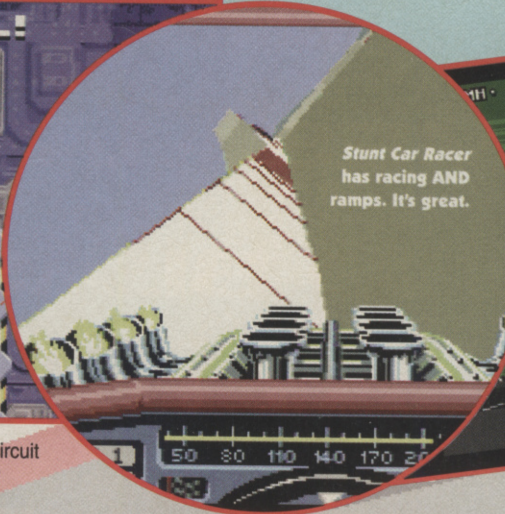
COURSES – To actually race, you need to know what's ahead of you, which inevitably means either on-screen maps, or circuits, or both. We favour memorable tracks, with enough road-

FIVE GREAT DRIVING GAMES THAT CHANGED THE WORLD

1. John F Kennedy. *(That's enough driving games that changed the world. – Ed)*

KILL ZONE
ROADKILL!
ENDS
000
GEAR DAM
1

Roadkill has racing AND guns. It's great.



Stunt Car Racer has racing AND ramps. It's great.

Lotus has just racing. It's okay. Lessons learned?

side details to enable you to memorise each circuit (and not for example, endlessly bland scenery blocks which repeat more often than the background of Hanna Barbera cartoons chase sequences) and anticipate the next bend or that particularly tight chicane.

The thing about most courses is that they're just so dull, being either based on existing Formula One circuits or just aimless loops. But where are the shortcuts drenched in dangerous spikes? Where's the bridge that may (or may not) collapse as two or more cars go over it? Where are the jumps and the ramps and the juggernaut going round the track in the wrong direction spewing barrels of toxic waste all over the place? Come on softies, show a little imagination, or at least steal some ideas from all the great TCR, Race and Chase and Scalextric sets that came out during the '80s. They were excellent.

DISTRACTIONS – Hardened *F1GP* fans will say otherwise, but the universal feeling here is that straight-up racing games are a bit boring. Oh sure, there's a couple where the thrill of overtaking, keeping the lead and learning the course is enough to keep you playing for yonks (There's *F1*, and *F1GP*, and erm...) but the current line up of AP demands shallow vicarious thrills as well as deeply plotted simulations. And what better distraction/addition to racing games than – GUNS?

In real life, guns aren't big or clever, especially if other people have got them and you haven't, but in game's they're great, adding all manner of 'interactive possibilities' between you and the computer controlled characters. Do you overtake that car, or just hang behind it and chew up the back window with 20mm cannon fire? Or do you overtake it and spew micro mines, spikes and oil in it's path, destroying your foe but making the next lap a little more difficult for yourself? Adding weaponry to *Super Skidmarks* would turn it into the Amiga's very own version of the excellent SNES game *Rock and Roll Racing,* which would cause non-stop partying here at the AP offices.

Also, in true time-honoured car chase tradition, you could gain bonuses for colliding with these familiar stereotypes:

- Large breasted bimbo who starts the race – 2,000 points
- Nun pushing pram – 4,000 points
- Workman on huge ladder putting up banner across street – 10,000 points.
- Shortcut through an office/ shopping mall – 20,000 points
- Two workmen carrying huge sheet of glass across road – 40,000 points.
- Pile-up at busy crossroads – 50,000 points
- Mexican pushing cartload of chickens – 80,000 points
- Ramping over a moving car transporter – 90,000 points
- Going up on two wheels and sneaking through alley – 100,000 points
- Crashing through market display of water melons – 1 million points

"Large breasted bimbo"

STORY LINE – Because when you sit down and think about it for a moment, sticking a bit of plot into a racing game's not as bonkers an idea as it first seems. We've already said that action movies are packed with car chases, so why not string levels of a game together with a bit of plot? You could chase the baddies in level one, get framed by them for a crime you didn't commit, get chased by the police in level two, flee the city by boat in level three and so on, giving a bit of motivation to all this driving about.

The 8-bit game *Turbo Esprit* put you in the role of a police officer driving round a city, and when you were alerted to robberies by radio, you had to dash across town, avoiding pedestrians and trying to get to the scene of crime before the bad guys drove off. That's a brilliant idea, and one that could easily be worked in to polygon or into-the-screen race games. If you set it in America, you've got a city grid system of roads which can be easily navigated, and by setting you after the bad guys, you've once again got a reason for all this rushing about.

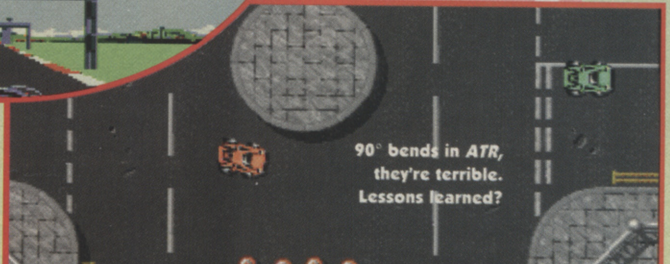
So that's what we reckon should be in store for computer car games in the future. A wide variety of guns, engaging plots, no 90 degree bends and all the best ideas from slot racing car sets. We've thought long and hard about this but can't program, and programmers prove time and time again that they code games that they don't really think about. Together, we could change things...

F1
QUALIFY
LAP 0'00"50

Winding courses in *F1*, they're brilliant.

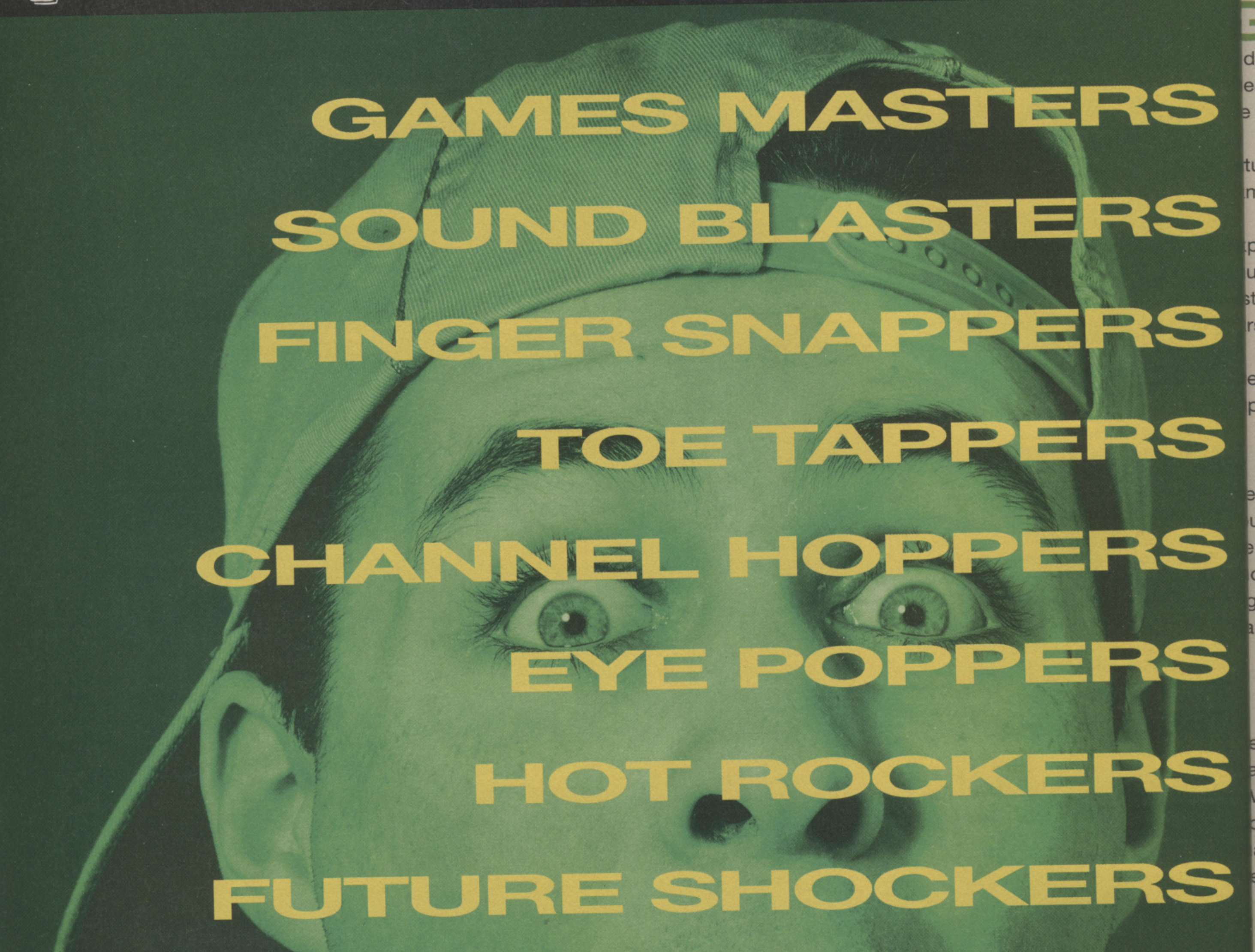
must do
homework
BORING!
LS
LAPS TO COMPLETE : 3
1ST 2ND 3RD 4TH

Twisting courses in *Micro Machines*, they're brilliant.



90° bends in *ATR*, they're terrible. Lessons learned?

AUDIO & HI-FI HARDWARE & SOFTWARE TELEVISION & VIDEO IN-CAR & MOB


GAMES MASTERS
SOUND BLASTERS
FINGER SNAPPERS
TOE TAPPERS
CHANNEL HOPPERS
EYE POPPERS
HOT ROCKERS
FUTURE SHOCKERS
GROUND BREAKERS
MUSIC MAKERS
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MOBIL MUNICATIONS TELECOMS & HOME OFFICE MUSIC & MUSICAL INSTRUMENTS

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LIVE '95 is a blast. 3D TV, multimedia, irtual reality, digital TV, the Internet. You ame it, we've got it.

Get your ears around real hi-fi. xperience the power of home cinema ound. Reel off a few riffs on the musical nstruments. See the world's loudest ars!

Steel yourself for some sensory verload. LIVE '95 is mega - a hundred xperiences rolled into one.

95.8 CAPITAL FM

It's party time and you're invited! On he 95.8 Capital FM stage, we've got our top jocks and fave bands. Last year, e had Whigfield, Eternal, Michelle Gayle nd Let Loose. Be there to see this year's ig names and lose yourself in the apital Total Entertainment Zone.

SEE CARLTON TELEVISION LIVE AT LIVE

You're on air when Caron Keating resents 'After 5', London's early evening magazine show, live from the show (Tues Weds). Plus, an action- packed rogramme of entertainment, including the hance to test your own skills as a TV resenter /newsreader.

THE ULTIMATE FUTURE GAMES SHOW

It's the ultimate games challenge! est your reactions on the season's new eleases. Free-play over 200 consoles nd PCs. Arm yourself with hints, tips nd cheats from the experts on the uture Showcase Stage. Take on some of he best players in the business and win nything from a badge to a £3,000 rcade machine.

THE NEXT GAMES' GENERATION

Sample Sony's amazing new layStation. Get to grips with Goldstar Di and 3DO. Take a trial run on onami's long-awaited International uperstar Soccer Deluxe and the blood-urdling Castlevania Vampire's Kiss. Test ut Killer Instinct and Donkey Kong Land Nintendo's top new titles. And much more! Get down to see the Nintendo hallenger - 21 tons of pure playing ower.

midnight
INTRODUCING WAVE
BOSE

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ICE at LIVE '95 hits Earls Court 2 on Saturday and Sunday. Check out the latest in-car sounds. 120 of the country's mightiest systems battle it out in the National Sound-Off Challenge. All hosted by the KISS FM roadshow.

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LIVE MUSIC

Spot tomorrow's stars in the making. It's the final showdown in LIVE's National Battle of the Bands with a recording contract for the best band. Watch the winners of Yamaha's National Youth Rock & Pop Awards on Thursday.

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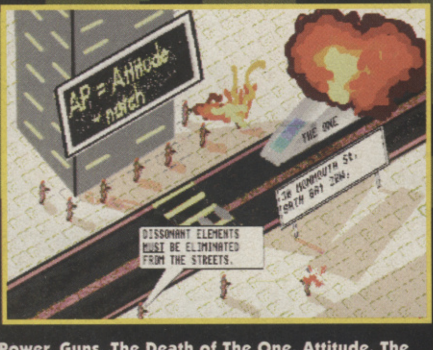
IN THE STYLE
SPECI

Astonishingly popular you know.

Right. Not that many words, just loads of pictures. We've been getting ridiculous, phenomenal amounts of In The Style Of... entries lately, and thought it would be a good idea to give you, our readers, a chance to DISSEMINATE YOUR ARTISTIC TALENT. That and the fact the little brown entries box was beginning to split at the seams. And *Fears* didn't turn up in time.

Anyway. Here's what you've been doing in your spare moments between ringing us up for cheats and insisting Stargate was good. T-shirts to all whose work appears here and whose addresses we have.

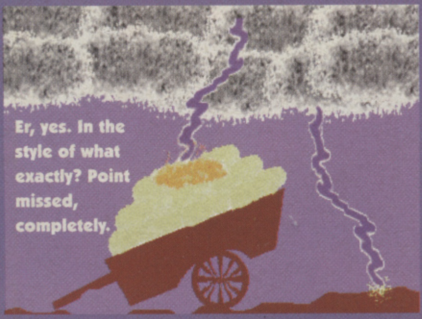

AP = Attitude + match
THE ONE
38 MONMOUTH St.
BATH BA1 2BW.
DISSONANT ELEMENTS MUST BE ELIMINATED FROM THE STREETS.

Power. Guns. The Death of The One. Attitude. The address of the evil mega-corporation. Well done, Ben Attenborough from Little Yeldham.

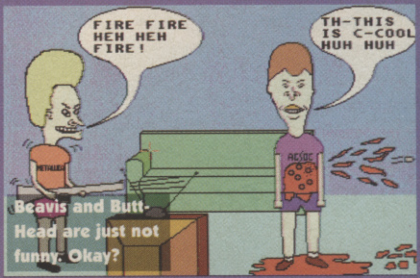
SOMETIMES IT'S JUST TOO MUCH

You possibly would not believe the amount of valuable time we waste loading up *Deluxe Paint*, loading in an In The Style Of... and discovering it's utterly bereft of artistic merit, comedy value or even sense. (In The Style Of...? Suggest to you a picture In The Style Of something, does it? How hard can it be?)

In tribute to these lost hours – hours we'll never see again, and cry over when we are old – we present some of the absolute worst pictures we've received to date.

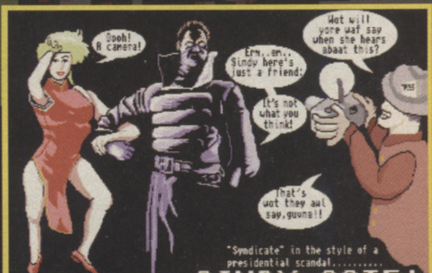


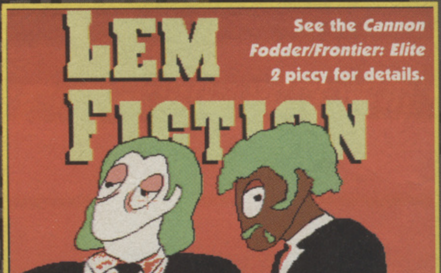
Er, yes. In the style of what exactly? Point missed, completely.


FIRE FIRE HEH HEH FIRE!
TH-THIS IS C-COOL HUH HUH

Beavis and Butt-Head are just not funny. Okay?

Nice drawing, and quite funny too. Kevin McGrorty from Glasgow. You're famous.

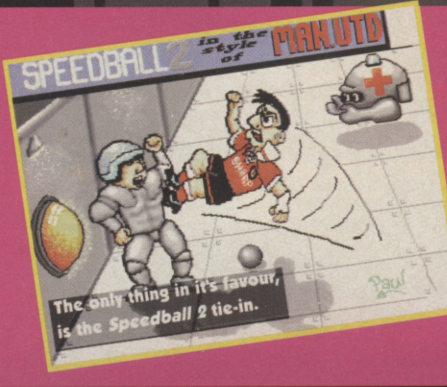

Oooh! A camera!
Erm..em.. Sindy here's just a friend:
It's not what you think!
Wot will yore waf say when she hears abaat this?
That's wot they awl say, guvna!!
"Syndicate" in the style of a presidential scandal..........
SINDY-GATE!


LEM FICTION

See the *Cannon Fodder/Frontier: Elite 2* piccy for details.

BRAIN... MELTING...

Eric Cantona kicking someone. Hey, there's an idea. In a desperate attempt to kill it off for good, we've decided to highlight the most popular recurring theme for In The Style Of... entries. Say hello to Cantona Kombat. Or Rise Of The Eric. Or *SWOS* In The Style Of Eric Cantona. They all have the same idea, and yet (yet!) are all different. And we'd very much like you to stop sending them in, especially the unfunny and/or badly-drawn ones. STOP NOW ON PERIL OF YOUR IMMORTAL SOULS. You have been warned.


SPEEDBALL 2 in the style of MAN.UTD
Paul

The only thing in it's favour, is the *Speedball 2* tie-in.

SWOS IN THE STYLE OF ERIC CANTONA

Good use of the zoom window. Nowt else though.

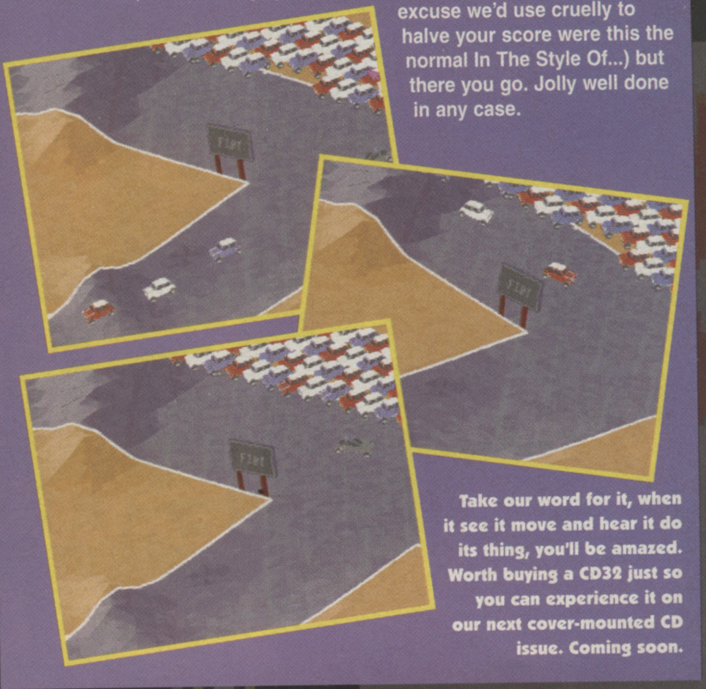
E OF...

AL

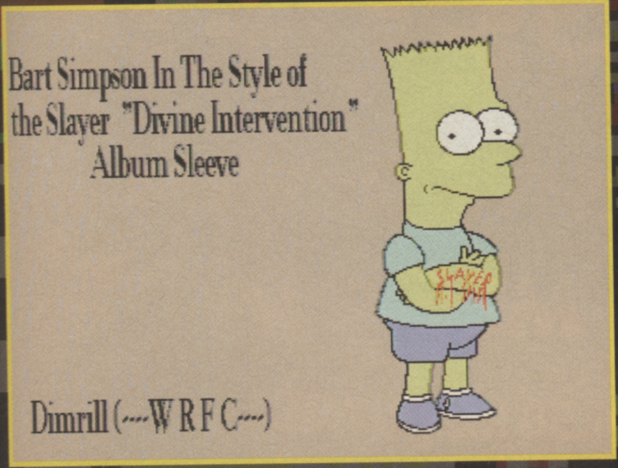
IT'S SUPER ITALIAN SKIDMARKS JOB

A truly excellent entry from Dominic Cresswell from Maidstone, this. Not only a picture – THAT MOVES – but a song – THAT PLAYS. See! the three chinless wonders evade the Turin police, followed by the British fans in the Dormobile! Hear! Michael Caine requesting Dominic to hurry up! All accompanied by a creditable version of 'Self-Preservation Society'. Fantastically funny, and guaranteed a place on the next AP CD. In the meantime, gaze lovingly upon these pictures. For the full effect, imagine them moving, and some music playing. Perhaps you could even have The Italian Job on the television in the background.

Well done, Dominic. A pity we thought of it first, (obviously the excuse we'd use cruelly to halve your score were this the normal In The Style Of...) but there you go. Jolly well done in any case.

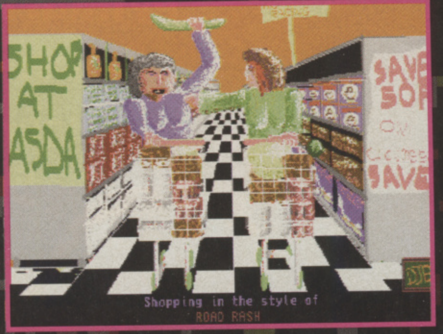

FIAT
FIAT
FIAT

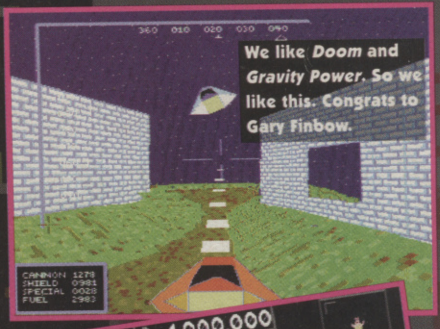
Take our word for it, when it see it move and hear it do its thing, you'll be amazed. Worth buying a CD32 just so you can experience it on our next cover-mounted CD issue. Coming soon.


Bart Simpson In The Style of the Slayer "Divine Intervention" Album Sleeve
SLAYER
Dimrill (---W R F C---)

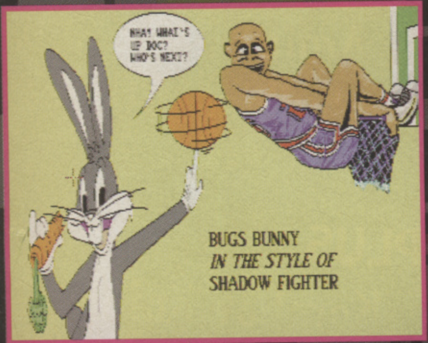
One to appease our Heavy Metal and Simpsons fans from Dale Bird. He lives in Cannock. Silly.

Well, they're shopping and fighting. You figure it out.


SHOP AT ASDA
SAVE 50P
Shopping in the style of
ROAD RASH

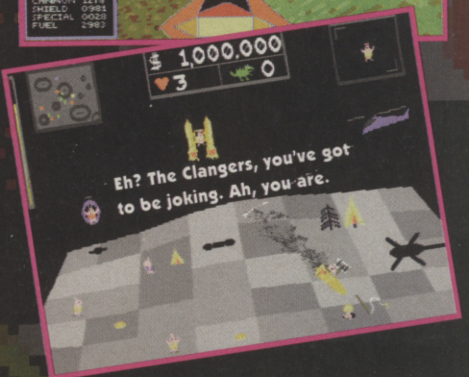

360 010 020 030 040
CANNON 1278
SHIELD 0981
SPECIAL 0028
FUEL 2983

We like *Doom* and *Gravity Power*. So we like this. Congrats to Gary Finbow.

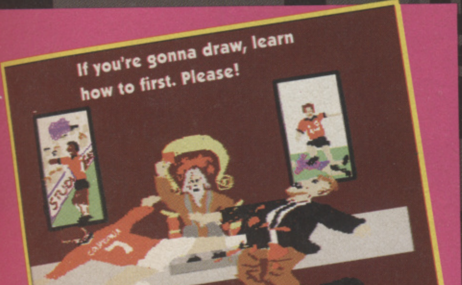

WHAT WHAT'S UP DOC? WHO'S NEXT?
BUGS BUNNY
IN THE STYLE OF
SHADOW FIGHTER

LEFT: Yes, well it may be quite obviously Bugs Bunny clip art, but we think it's funny so there. And it's from a reader in Portugal. Cheers, Rui Miguel.

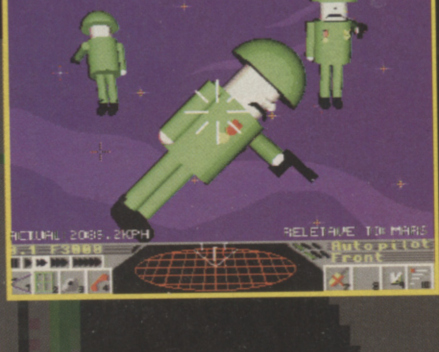
The artistic and concept-grasping abilities of Martin Berridge from Sheffield, are on full display in this top *Cannon Fodder/Frontier: Elite 2* composition.



Eh? The Clangers, you've got to be joking. Ah, you are.



If you're gonna draw, learn how to first. Please!

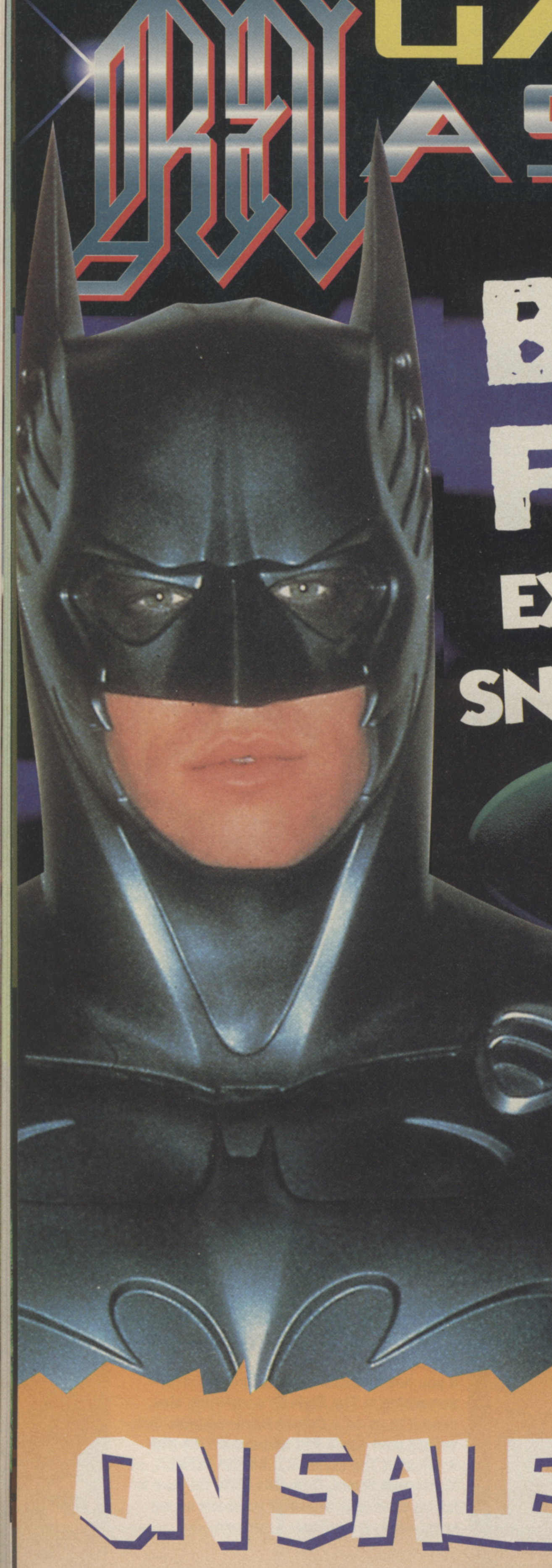

ACTUAL 2085.2KPH
RELETAVE TO MARS
Autopilot
Front

NO, MORE

If you have a picture you've drawn that's something In The Style Of something else, send it to us on a Deluxe Paint-readable disk, writing your name and address on the disk itself, at In The Style Of..., AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW. Be sure to tell us what type of Amiga you have so we know what to send you if you win.

STILL ONLY £2.25

GAMES MASTER



BATMAN FOREVER

EXCLUSIVE Review

SNES & MEGA DRIVE

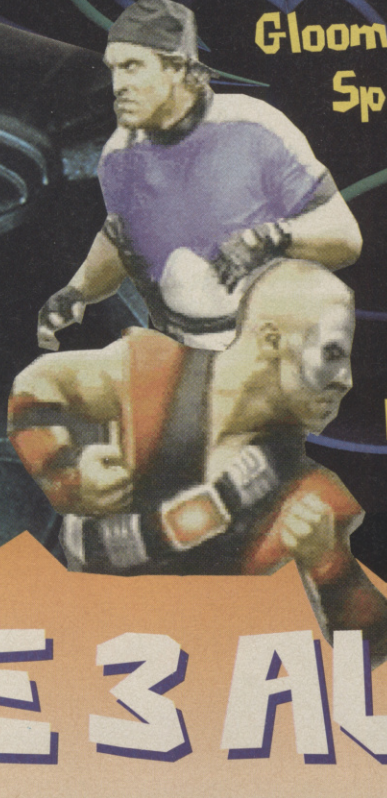
ALSO REVIEWED

Primal Rage - Mega Drive

Blown Away - PC CD

Gloom - Amiga

Space Hulk - 3DO



PLUS

Kombat Kolumn

Doom Dungeon

Definitive

MK Moves

ON SALE 3 AUGUST

!GAMES!

A toxic but necessary facet of 20th Century living, a nature-guzzling monster that'll destroy humanity, just plain fun, or all three? Linking into the automobile theme of this month's issue, we ask the inevitable question...

JUST WHO DO WE THINK HAS CARS?

CAM WINSTANLEY

"Cars are a stupid mode of transport," sneered Cam. "Personal freedom? Yeah, right. There's just too many of them, and the sooner car usage is taxed, the better. Bikes are even stupider, of course, as they're dangerous and draughty and there's nowhere to put any luggage, but they're great for overtaking all the sluggish metal boxes that congest the tarmac. Which is why I keep one as a needlessly expensive plaything."

SUE HUNTLEY

Sue's the only one of us who actually drives to work. In a little hatchback. "It's great," she enthused. "It's a Citroen AX Jazz and it's got plush black upholstery (with smart red trim) and a sun roof and electric windows and, well, EVERYTHING really." Clearly a fully paid-up member of the Car Culture Club, Sue's dream car would be a "British racing green Lotus, with air conditioning and a smashing stereo."

STEVE FARAGHER

Currently, the only thing with wheels Steve owns is his dreadful '70s telly, but in his time he's owned plenty of motors. "There was a Fiat 127, a 1963 Ford Classic, a metallic green Bedford van ex-passion wagon with all the fur ripped off the inside but with the porthole windows intact, and a terrifyingly (and almost fatally) fast Datsun SS180 Super Sports. They were all fun but, like all cars, ultimately a complete waste of time, energy and money. Especially money."

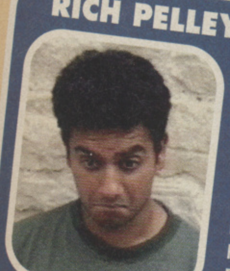
JONATHAN NASH

"Cars? Cars?" shouted Jonathan uncharacteristically, rummaging through his four-letter-word-free list of expletives to come up with something suitably scathing with which to describe his horror of these peculiarly 20th century monsters. "They're so, so, just so blitheringly beastly." The very air of the office turned blue.

PAUL MELLERICK

Paul's spent much of the month in Boston, and has since spent most of the time talking about 'jaywalking', 'sidewalks' and 'constitutional rights.' In one of his more lucidly British moments, we did get him to confess never to having owned any 'Detroit wheels' (although he has had a Maestro) and admitting that a really 'rad cruiser' would be an AC Cobra. "Dude," he added. Somewhat needlessly we all thought.

RICH PELLEY



"I DID USED TO DRIVE MY MUM'S PURPLE MK1 ESCORT AND THEN HER WHITE MINI WITH HUGE SPEAKERS IN THE BACK, BUT I DIDN'T LIKE IT," whispered Rich. "I FIND DRIVING REALLY COMPLEX AND WOULD RATHER TAKE A THREE HOUR WRITTEN EXAM THAN DRIVE TO THE SHOPS. " His most famous car moment – getting his friend's mum's car bogged down on a beach and then sobbing uncontrollably as the tide overwhelmed it – was seemingly forgotten.

STUART CAMPBELL

This month marks the end of Stuart's contract with Sensible Software, a contract which naturally obliged him to buy an expensive sports car like the rest of them. "It's a blue Mazda MX5 which, coincidentally, is also my dream car. Drive all day, play games all evening, party all night. It's fun to be a vampire. No, hang on..."

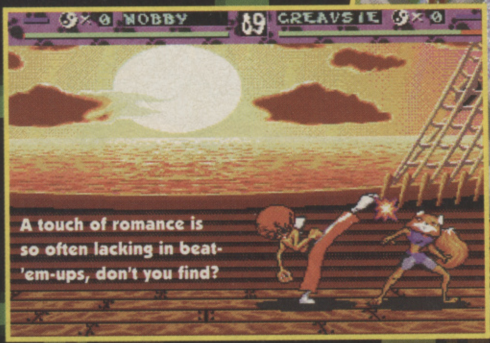
HOW DOES OUR SCORING SYSTEM WORK THEN?

1. We play a game until we can bear to play it no more. Then we play it a bit more just to be safe. Then we write our review ignoring all commercial pressures. Because we are your friends. Trust us.
2. The percentage scale's got 100 increments, and we use them all. Crap games get single figures, average games get an average mark (50%) and only brilliant games get 90s. Unlike other mags, over 80% in AP actually means something.
3. Who cares if a game's got great graphics or nice sound if it's useless? Not us. Our reviews give a single mark based on the game as a whole.
4. We're hard but we're fair.
5. Fifth points? We'd rather drive 2CVs.

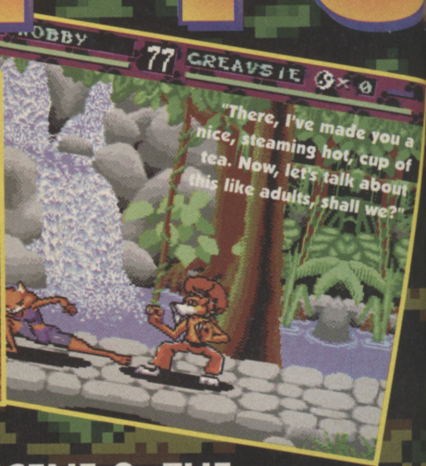
BRUTAL
PAWS OF FUR

Runs on: A500, A600, A1200
Publisher: Gametek
Authors: Rod V Humble and a cast of several
Price: £20
Release: Out now

This is how it happened.
"Welcome back, Stuart. Now go and make us some tea." Made the tea *(Aha ha ha. – Ed)*. Cam handed me *Brutal - Paws Of Fury*, which was apparently "a game of humourous cartoon style combat, combined with depth, and philosophy". Became depressed. Loaded the game. Title screen. Selected language ("Union Jack"). Inserted Disk Two ("Accessing... Please Wait..."). Second title screen. Menu screen. Options screen. "Enter-Your-Name-Using-The-Joystick" screen. Entered my name. Using the joystick. "Choose Your Character" screen. Chose my character: Tai Cheetah ("You are devoted to those who are close to you. Yet, you are cold and unfeeling to those who you regard as enemies"). Status screen featuring picture of character. Near-identical status screen featuring picture of title-screen scenery. Auxiliary back-up "Choose Your Character" screen, presumably in case of mistakes. Map screen. "Scene 1: The Landing" screen. The game begins.



A touch of romance is so often lacking in beat-'em-ups, don't you find?



"There, I've made you a nice, steaming hot, cup of tea. Now, let's talk about this like adults, shall we?"

SCENE 1: THE LANDING

Opponent: Kung Fu Bunny ("To know fear is courage"). Leap straight in with a flurry of random kicks and punches. Notice that the computer spends almost all its time blocking. Decide to experiment. Get in a couple of hits and retreat to the far edge of the screen and adopt a crouching block position. The computer spends the remaining 72 seconds of the bout punching the air above my head and leaping around randomly. I win on points when the timer expires. Flushed with success, I try the same strategy for the second round. It works. I win.

> "A flurry of random kicks and punches"

SCENE 2: THE WATERFALL

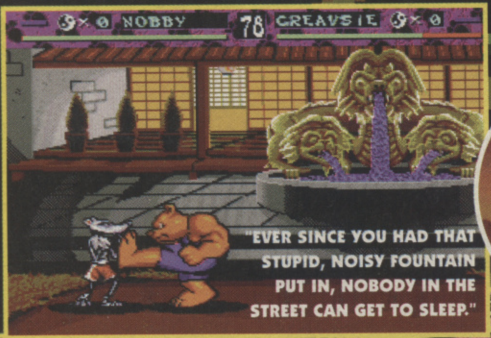
Opponent: Foxy Roxy. ("To care for others is the greatest joy"). Try the hiding tactic, but Roxy gets wise fast. Have to mix it. Try combination of roundhouse kick and running away. Win on points when timer runs out. Repeat for the second round. I win.

INTERLUDE

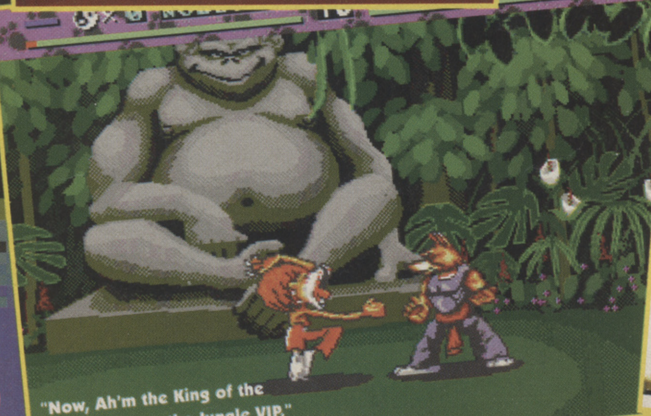
At this point, the game gives me a special move, the Taunt. A special screen first shows me the move (lighting up the relevant joystick movements), then gives me a chance to practice it until I make it work (or until 10 seconds pass). This is good.

SCENE 3: THE IDOL

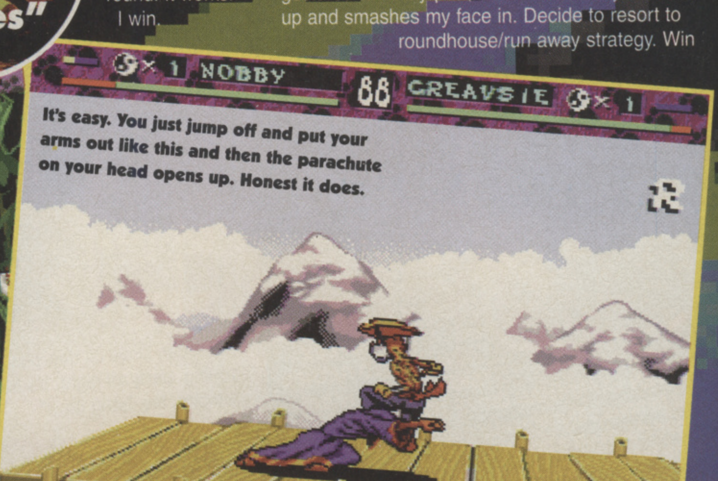
Opponent: Kendo Coyote ("I'm BACK!"). Try out exciting new move. It enables me to stand in a fixed position while making "Come on then gestures" with my paw, while Kendo Coyote walks up and smashes my face in. Decide to resort to roundhouse/run away strategy. Win



"EVER SINCE YOU HAD THAT STUPID, NOISY FOUNTAIN PUT IN, NOBODY IN THE STREET CAN GET TO SLEEP."

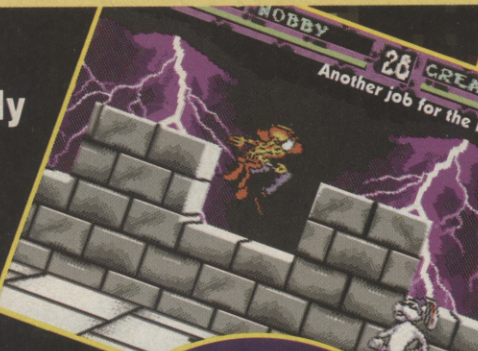


"Now, Ah'm the King of the Swingers, boy, the Jungle VIP."

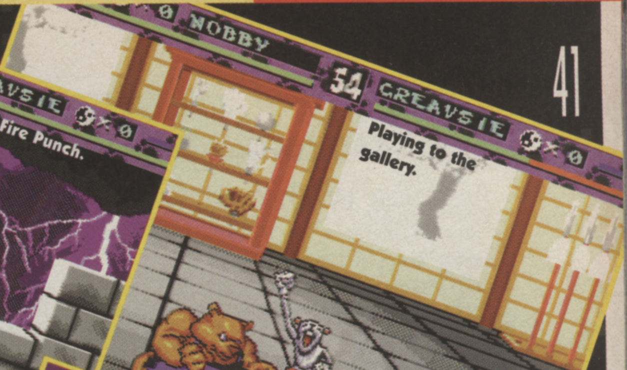


It's easy. You just jump off and put your arms out like this and then the parachute on your head opens up. Honest it does.

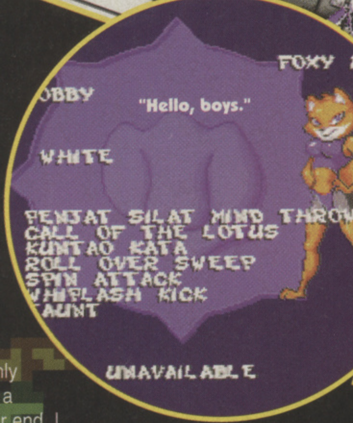
A game where cuddly cartoon characters behave like furious brutes. Well, try to.

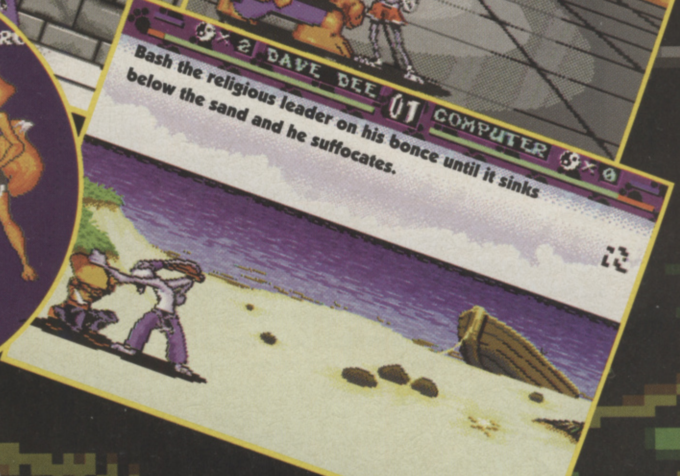


Another job for the Fire Punch.



Playing to the gallery.





Bash the religious leader on his bonce until it sinks below the sand and he suffocates.

on points when timer runs out. Twice. I win.

SCENE 4: THE MOUNTAIN

Opponent: Prince Leon The Lion ("I have only one judge, the world"). This scene is set on a platform on a mountain, with a drop at either end. I hit with a roundhouse and begin to back away, only to see Prince Leon leap backwards of his own free will and plummet to his death off the side of the mountain. Odd. In the second round, I spot a tactic and strike with two roundhouses in quick succession, this time knocking Prince Leon off the platform myself. Total time elapsed for both rounds: eight seconds. I win.

INTERLUDE

Another special move. The Fire Punch. Simple to execute and looks good.

SCENE 5: THE COURTYARD

Opponent: Rhei Rat ("Quote unavailable"). Try out new move. Works well. Defeat opponent in seven seconds (Round 1) and five seconds (Round 2), without damage. I win.

SCENE 6: THE SCREEN ROOM

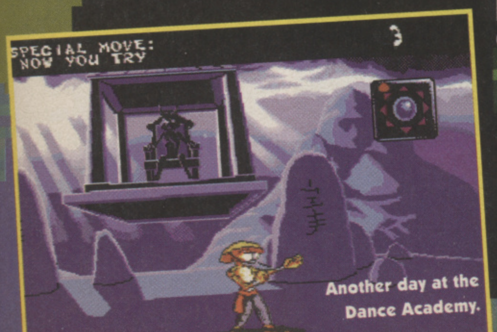
Opponent: Ivan Bear ("You can rest when you're dead"). Give new move another go. Continues to work, even when opponent avoids thrust of punch, but walks into static fist as it lingers in air. Both bouts over in less than 10 seconds, no damage incurred. I win.

INTERLUDE

Another special move. Sod that.

SCENE 7: THE DOJO

Opponent: Tai Cheetah ("To teach someone is to be responsible for them"). Hmm. How about the Fire Punch? I win.



Another day at the Dance Academy.

SCENE 8: THE BATTLEMENTS

Opponent: The Pantha ("Inner strength is a goal above morality"). Fire Punch. I win.

INTERLUDE

Another special move. The Fire Run. Trickier to pull off, but looks good. Decide to have a go.

SCENE 9: THE CAVE

Opponent: Karate Croc ("So invitations only, eh?") Try new move. Rocket across the screen in a ball of flame, but Karate Croc leaps easily over and turns round to kick me in the back of the head. Back to Fire Punch. Round 2 over in nine seconds. I win.

SCENE 10: ABOARD THE BOAT

Opponent: Dali Llama ("Sometimes the fastest blow is the one delivered last") Dali Llama is the final opponent. He is a llama. Sounds like a job for the Fire Punch. I win.

INTERLUDE

I have won. End sequence includes Tai Cheetah uttering the phrase "It had been nice to see everyone again", although not its logical continuation in the circumstances, "and smash all their faces in."

SCENE 1: THE LANDING (EH?)

Opponent: Kung Fu Bunny. (Eh?) Inexplicably, the game starts again, except I still have all my special moves. Curious, I try the Fire Punch. I win.

SCENES 2-6: VARIOUS

Opponents: The same ones as before.

Including Prince Leon The Lion, who has clearly, painstakingly climbed back up the mountain, only to throw himself off backwards again, this time before I can even move towards him. More special moves are awarded, but unnecessarily. The Fire Punch still works every time. I continue to win. I reset the machine, plough through the 14 introductory screens and ramp the difficulty level up to Black Belt. Start the game again. It is, as far as I can tell, exactly the same but faster. Use roundhouse/run away method until Fire Punch is awarded. Once again, I win. Although I can't quite shake the feeling that, having spent the last two hours of my life playing *Brutal - Paws Of Fury*, I also lose.

● *STUART CAMPBELL*

UPPERS The sound's nice, the graphics are nice (in a cheaply-animated BBC2 cartoon from Czechoslovakia fashion), the special move learning screen is nice and the manual's quite nice. It's likeable, in an Eddie 'The Eagle' Edwards kind of a way.

DOWNERS ...which is to say, it's crap, but at least it's cheerful about it. Suffers from ridiculously poor gameplay.

THE BOTTOM LINE

I know things are getting pretty desperate, but you still don't want to go wasting 20 quid on rubbish like this. Mind you, it IS nine times as good as *Rise Of The Robots*.

27 PERCENT

THE BOTTOM LINE

A1200 It is, of course, the same. Not being an iota different. In a single respect.

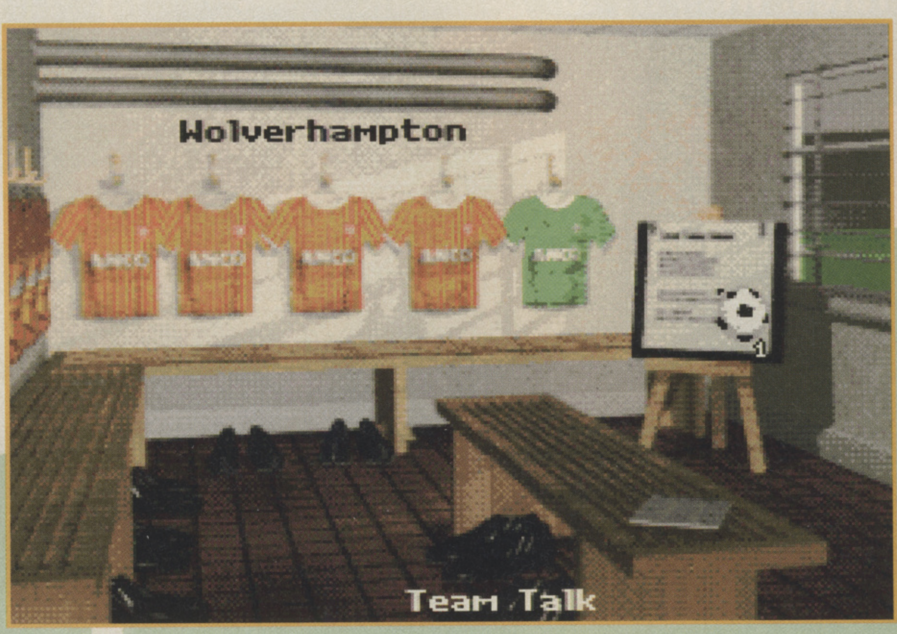
PLAYER

Wait too long and you come up with too many ideas.

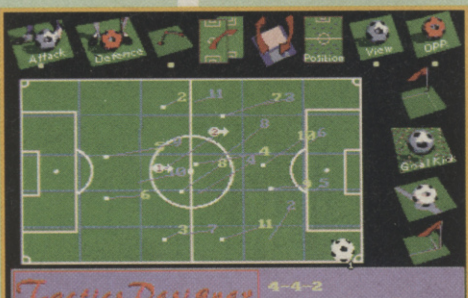
Runs on: A1200
Publisher: Anco/Virgin
Author: Steve Screech
Price: £20
Release: Out now

Holidays are great. Probably not the most shattering piece of news you've ever read, but an indisputable (and personally, new-found) piece of information. They relieve stress, you (hopefully) experience new erm... experiences and generally life becomes a lot more bearable than it was before you went away.

I'm telling you all this because I've just had my hols. It involved a long transatlantic flight, walking round lots of universities and museums and also a couple of music festivals. It was great. And I came into work this morning an invigorated and enthused man, fired-up and ready for the next issue of AMIGA POWER. And ready to play *Player Manager 2.* Unfortunately, because until I went away on holiday I'd been playing a 95% finished version of the game, I wasn't bowled over by the excitement of having a new game to play. In fact, without the benefit of my holiday, I would have tried to throw this little footie management game over in the direction of Steve, but with his obvious hard-man status (enhanced by his fraying denim shorts), I thought it best not to bother him and just get on with it. So I did.



So how come there are more shirts than football boots? I demand an explanation.



A very useful and detailed tactics editor. A great idea stuck in a boring game. Damn their eyes.

KICK IN

And what a sickening jolt back to a working environment this is. It's SOOOOO boring. Come on, stop accessing the disk every time I flip between menu screens, I only want to have a look at my squad and move a few players around. Oh please! I've looked at the chance of buying a couple of players from the transfer market, and just seen an interesting little proposition at the bottom of the page, but because I've already looked at two players this week you're not going to let me buy him are you? And for some reason when I try and renew someone's contract you either accept or decline – I don't know why. WHAT'S GOING ON, you stupid game?

PAUSE

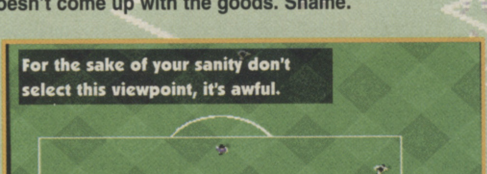
There are enough annoying or frustrating points to comment on to fill around four pages of non-stop ranting, I reckon, but you'd more than likely lose interest or get the point soon enough, so there's no need for that. All you really need to know is that *Player Manager 2* is probably the most tedious and downright least-fun-to-play game I've endured in a long time. And readers familiar with my work will know that I've played a lot of crap stuff in my first year on AMIGA POWER (yep, it's my anniversary next week).

Although the game is massive, and covers every angle possible in a footie management game (and that's no exaggeration, there's absolutely EVERYTHING in here), sifting through seemingly endless screens of bland menus and decisions (all of which access the disks) just to be able to buy, train, select tactics and play a game takes too much time and kills off any flow that the game might have once had. I mean, it's all very nice having rendered 256-colour screens for each of the rooms you can go into, but what's the point in having a great looking board if you're only going to have three very dull and boring charts to look at? Yes, it improves the presentation of the game, but looks don't make a game and when, by

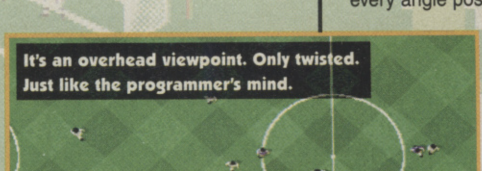
THE GAME BOLTED ON TO THE END

There are several ways to sit back and chew your fingernails down to the knuckles in *Player Manager 2.* You can just predict the score of the match and leave the decision up to the game. And you can even watch the action all the way through or use the scanner for a high up point of view to see what your players are doing in relation to the where the ball is on the pitch. But if you're on a losing streak, desperately needing to get past the third round of the FA Cup or just fancying a bit of arcade fun, then you'll probably select the Play option.

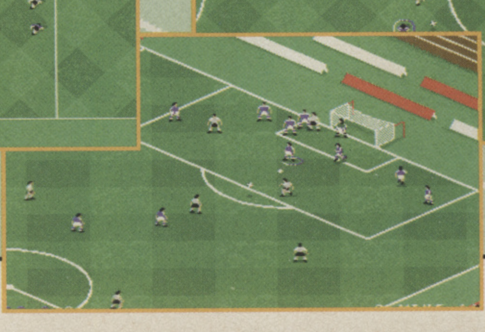
Unfortunately, there's not that much good stuff I can really say about the game. There are a few different viewpoints you can choose from (but you can see that from the screenshots, right?), but it's a very poor kick and rush game that even after a great deal of practice still doesn't come up with the goods. Shame.



For the sake of your sanity don't select this viewpoint, it's awful.

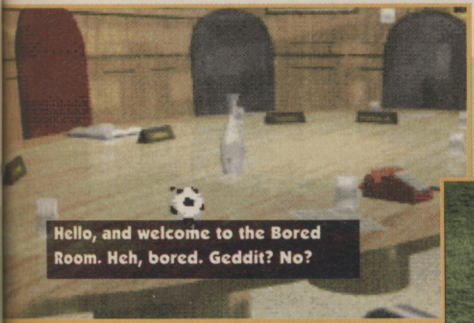


It's an overhead viewpoint. Only twisted. Just like the programmer's mind.



The only slight playable view is this one. It's called Isometric. It looks nice.

MANAGER 2


Hello, and welcome to the Bored Room. Heh, bored. Geddit? No?

importing pretty piccies, you actually slow down a game this much you really begin to just ask yourself why they bothered.

ACTION

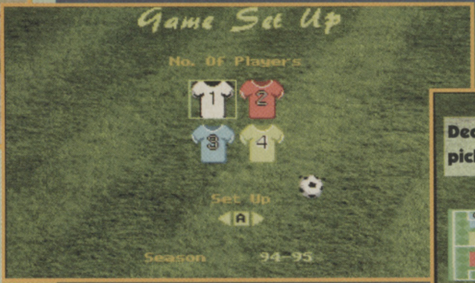
I really don't want to harp on about the speed of the game, as footie manny games aren't exactly famous for zipping along, but there's a difference between a slowly paced game, and a game whose mechanics make everything chug along depressingly slow.

After reading through the manual, discovering the sheer number of options and choice the game offers the player, the management lobe of my brain was gasping to play season after season after season. But after the slow and very dull start, a failure to spot any effects of my training schedules, buying foreign players and mysteriously watching both their abilities and value alter as soon as they became part of my squad and actually playing a few matches to see if I could salvage a few vital points (only to find an incredibly simple and boring arcade football game), I was just thoroughly annoyed that a game which apparently had so much to offer turned out to have very little. If you get my meaning.

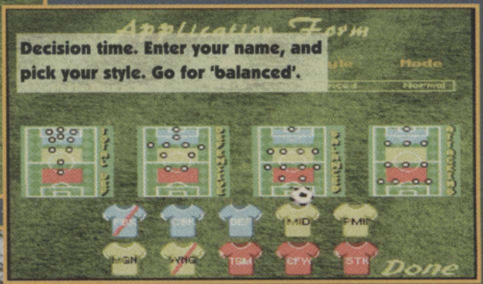
● *PAUL MELLERICK*

SET THIS UP THEN

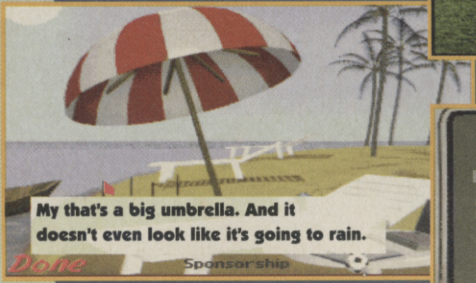
To give you some indication of just how much detail and thought has gone into this game I thought I'd take you through the first few decisions. To show you every screen would take way too much space (and look incredibly boring). But anyway, here goes.



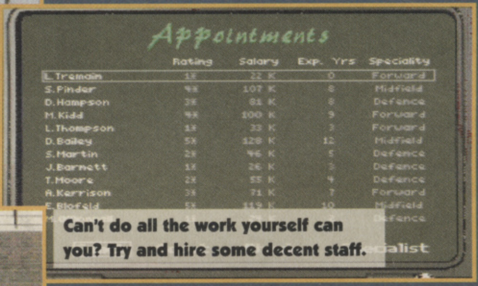
If you really don't like someone, let them play as well. Inflict this on up to three people.



Decision time. Enter your name, and pick your style. Go for 'balanced'.

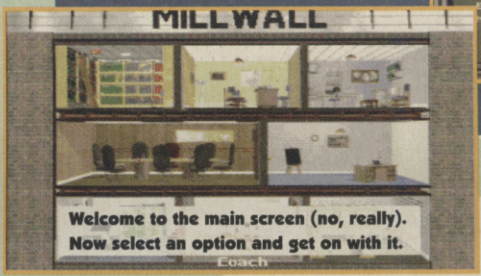


My that's a big umbrella. And it doesn't even look like it's going to rain.

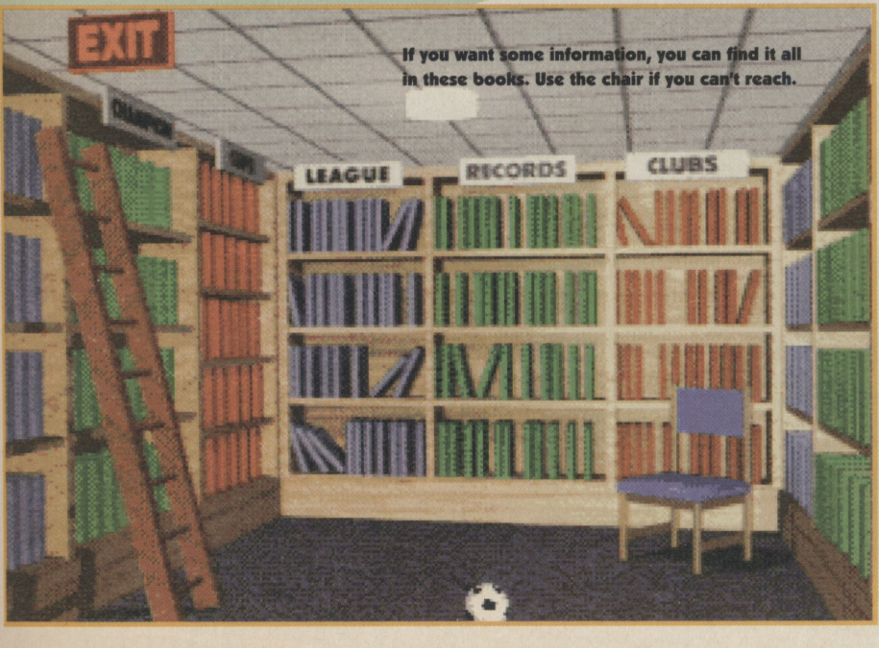


	Rating	Salary	Exp. Yrs	Speciality
L.Tremain	1*	22 K	0	Forward
S.Pinder	4*	107 K	8	Midfield
D.Hampson	3*	81 K	8	Defence
M.Kidd	4*	100 K	9	Forward
L.Thompson	1*	33 K	3	Forward
D.Bailey	5*	128 K	12	Midfield
S.Martin	2*	46 K	5	Defence
J.Barnett	1*	26 K	3	Defence
T.Moore	2*	55 K	4	Defence
A.Kerrison	3*	71 K	7	Forward
E.Blofeld	5*	119 K	10	Midfield

Can't do all the work yourself can you? Try and hire some decent staff.



Welcome to the main screen (no, really). Now select an option and get on with it.



If you want some information, you can find it all in these books. Use the chair if you can't reach.

UPPERS Loads of menus containing all the options and information that any footie fan could ever hope to have. You can also have up to four players at the same time and there's a great tactics editor. Oh, and some lovely rendered graphics.

DOWNERS The speed of playing the game is appalling, with diabolical (some would say intrusive) disk accessing, interrupting the flow of the game so much that you really can't be bothered to check out all the options you should and the restrictions placed on you by the game add to your frustration. Even the chance to play a few games yourself is marred by a very poor version of *Kick Off 3* (which was bad enough in the first place).

THE BOTTOM LINE

With everything except a rendered drawing of the kitchen sink thrown in, this should be a excellent and deeply enthralling management sim. But it's just too slow, too bland, too dull and hasn't got enough zest to it to make you want to find out everything the game has to offer.

35 PERCENT

TURBO TRAX

The letter X at the end of a word does not exist in nature. Grrrr.

Runs on: A500, A600, A1200
Publisher: Arcane
Authors: In-house
Price: £30
Release: Out now

1963. Jason and the Argonauts is released. It has a plot about finding the Golden Fleece to save a country, and has as monsters a hydra, a big bronze statue and nine vehemently prissy skeletons. It is fantastically great. Characters say things like, "Aaarghh!" and "Behold!"

1975. Sinbad and the Eye of the Tiger is released. It has a plot about changing a caliph back from a baboon to save his throne, and has as monsters a bronze minotaur who squashes himself with a brick, the world's most useless wasp and a really cute tiger. It has its moments, and Patrick Troughton. Characters say things like, "Aaarghh!" and "Size of the later Elvis!"

If only they'd stopped after Jason and the Argonauts, or made the later films better.

Can't... do... plaid...

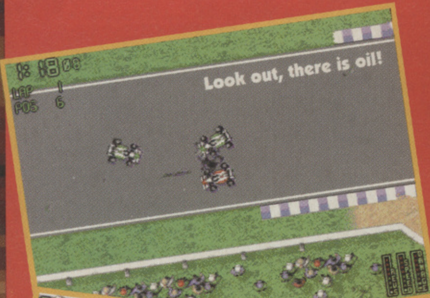
PARALLAX

Turbo Tracks is *hard*, but it's not challenging. A challenging game would let you play a bit, pique your interest with a few surprises, kill you as if paid off by Edward R Pressman in defence of Louise Lasser, and wait confidently for you to try again. *Turbo Tracks* does everything in its power to make you hate it. Success in driving games comes from knowing a track; when to try to overtake, when to hang back, when to go flat out, and so on. *Turbo Tracks'* circuits consist solely of 90 and 180 degree bends, and its graphics are detailed but uniform, so it is extraordinarily difficult to memorise a track. When you start the game, four tracks from the six in a set (inner-city, formula one, desert, icy and cross-country) are chosen at random for you to race upon in turn.

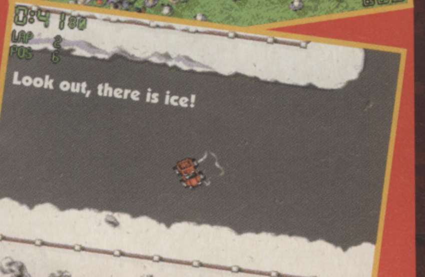
You don't get to see a map of any of them. You get, in fact, six laps on each to try to get at least a quarter of the points you need to qualify for the next round. You are, in fact, fortunate if you can fix the track at all in your mind's eye, so alike does it all look.

> **"Drive slightly to the outside"**

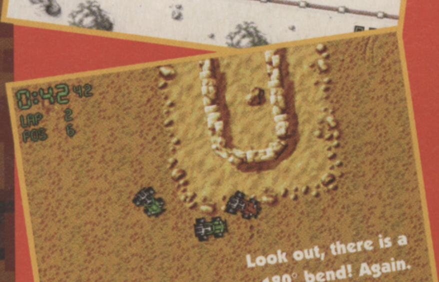
LOOK OUT, THERE ARE LLAMAS



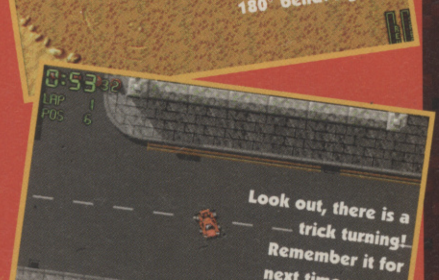
Look out, there is oil!



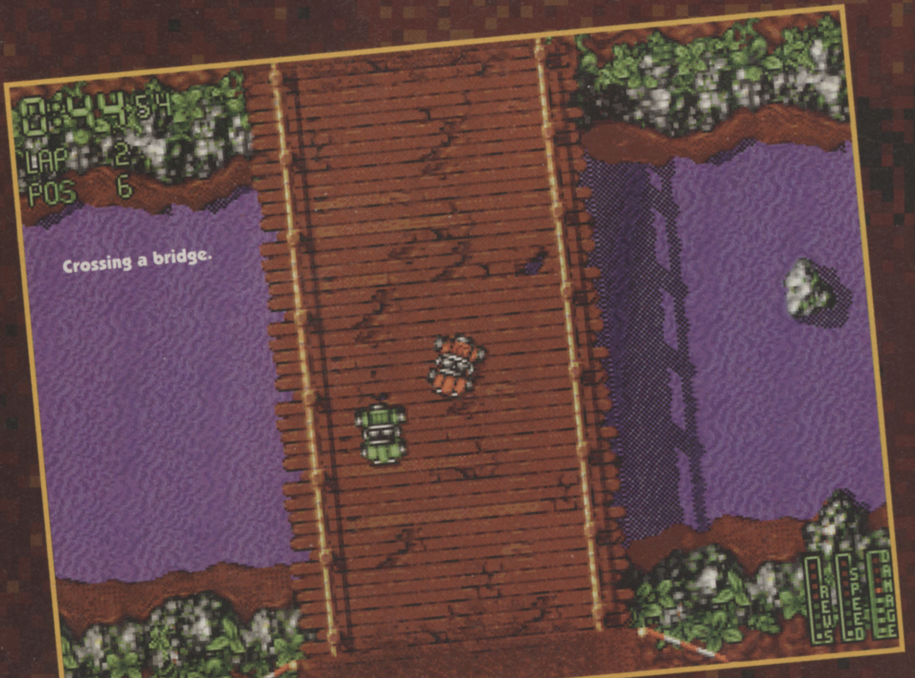
Look out, there is ice!



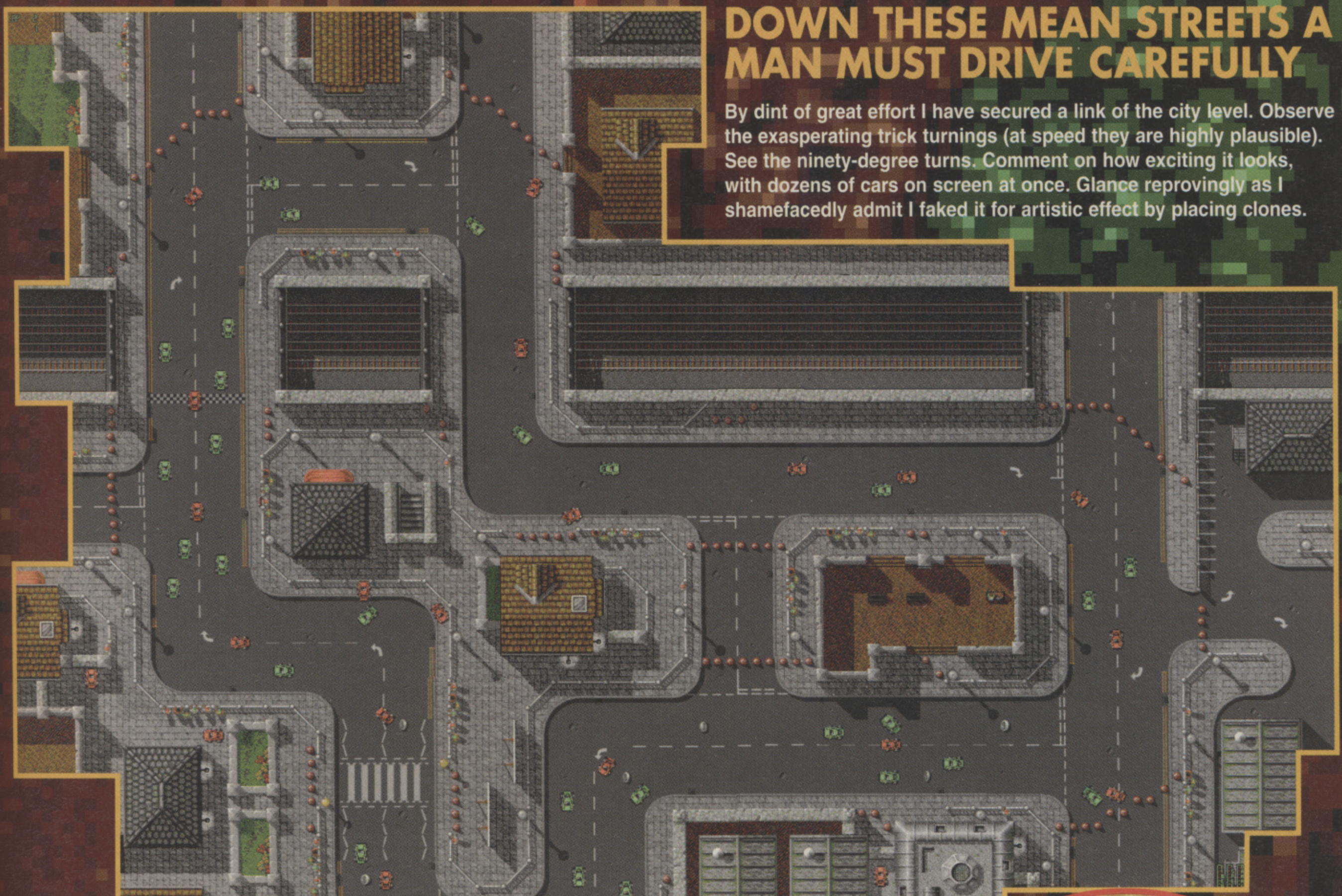
Look out, there is a 180° bend! Again.



Look out, there is a trick turning! Remember it for next time round.



Crossing a bridge.



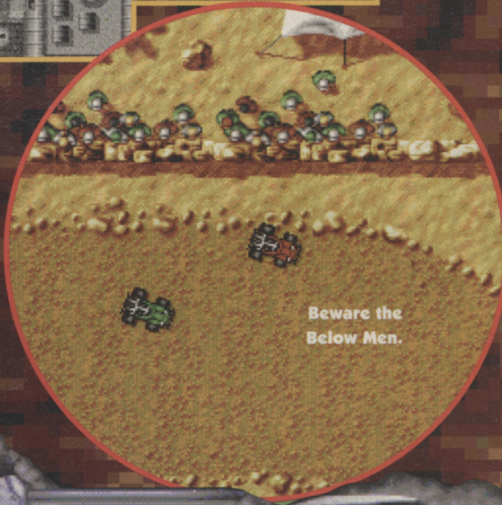
DOWN THESE MEAN STREETS A MAN MUST DRIVE CAREFULLY

By dint of great effort I have secured a link of the city level. Observe the exasperating trick turnings (at speed they are highly plausible). See the ninety-degree turns. Comment on how exciting it looks, with dozens of cars on screen at once. Glance reprovingly as I shamefacedly admit I faked it for artistic effect by placing clones.

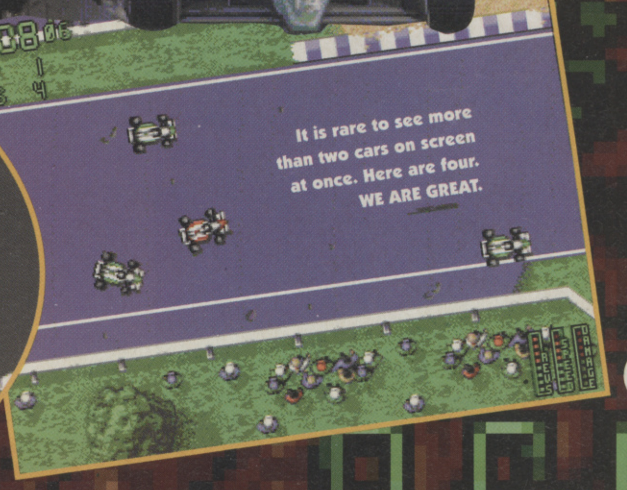
It is a relief, therefore, to learn of the practice mode, generously allowing you to try any circuit. With a map. Except because they all in a set look the same, and because any one of the thirty could come up when you play the game proper, it is a ridiculous waste of time. (When I asked Arcane about this, they said the graphics were so complicated – here they tried to baffle me with "blocks" and "planes", but I retained my composure by mentally reciting the twelve-times table – there was no way to vary the backgrounds. But even numbering the tracks would give you at least a sporting chance. But no. Tsss.)

COMPLEX

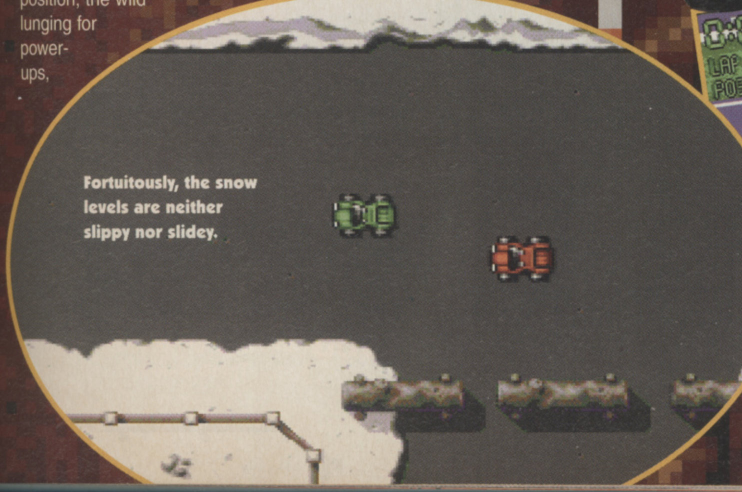
Enough of the paucity of friendliness. The fun in a driving game comes from the excitement of the race; the jockeying for position, the wild lunging for power-ups, the grim satisfaction of grinding an opponent into the crash barriers, and so on. *Turbo Tracks'* races for the beginner consist of watching the five computer cars zoom off and then seeing them again only when they lap you (curiously, even if you're last and on your final lap). There's no difficulty curve of (say) equivalently poor opponents getting the idea as you progress. *Turbo Tracks* laughs in the face of those who have not put in practice enough to shave through familiar corners. (Except... oh no! Etc.) But ➤



Beware the Below Men.



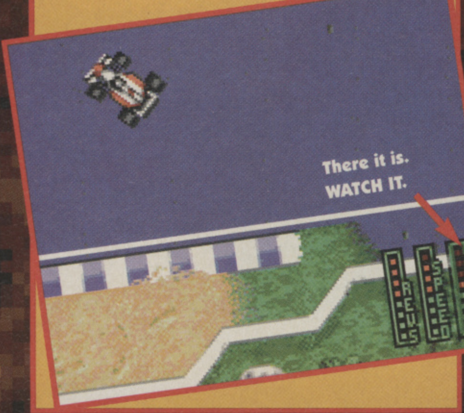
It is rare to see more than two cars on screen at once. Here are four. WE ARE GREAT.



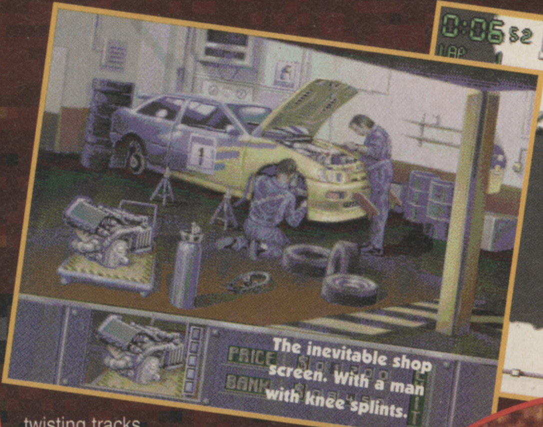
Fortuitously, the snow levels are neither slippy nor slidey.

SQUINT SQUINTEEE

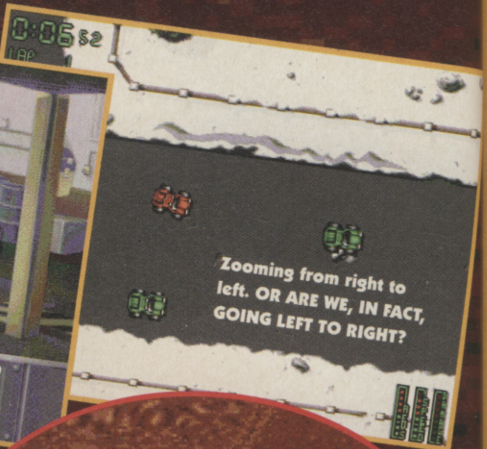
As you zoom around and hit things, you incur damage. Maximum damage and YOUR GAME IS OVER. Keep an eye on that meter. YOUR LIFE DEPENDS UPON IT.



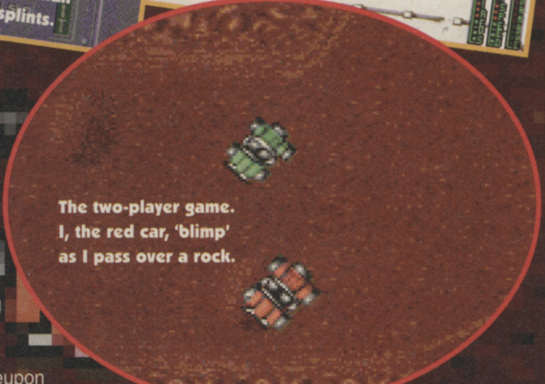
There it is. WATCH IT.



The inevitable shop screen. With a man with knee splints.



Zooming from right to left. OR ARE WE, IN FACT, GOING LEFT TO RIGHT?



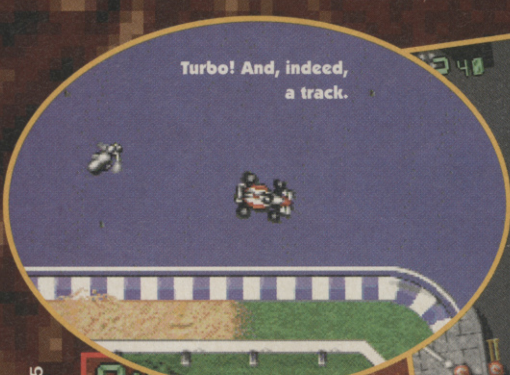
The two-player game. I, the red car, 'blimp' as I pass over a rock.

if you are of sufficient skill to keep up with the pack, you are not rewarded. While, creditably, the computer cars skid on the oil slicks and speed up on the turbos, they are phenomenally stupid and stick to their line. (They move only if you're in their way, but with no thought to it – if you drive slightly to the outside, they'll happily turn into the crash barriers.) They also stick to their allotted positions, carefully keeping much space between each other – if, for example, you're third, you'll again see no one else. In fairness, Arcane recognise this and have small, twisting tracks to keep everything together and thrillingly jostly, but such tracks are the exception. You're not competing against committed rivals, you're the loose cannon in a cartel. The computer cars don't want to fight each other for first place. THEY ARE HAPPY BEING GREEN.

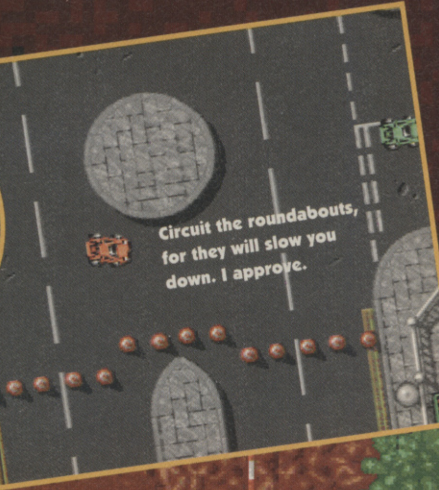
What, then, is left? I did enjoy the time trials, for they awarded me uniquely a sense of achievement. And the handling of turbos is pleasingly eccentric – once picked up, you're required to maintain acceleration until you hit top speed, whereupon they kick in. A pity there is a fondness for placing them before corners. There is a serial link option but, crazily, you and your opponent are now alone on the track. In the words of, well, the me of a few issues ago (but probably stealing them from a 1936 Will Hay school movie, right, kids?) it merely serves to make two people unhappy instead of one.

Turbo Tracks is an inadequate racing game. Its insipidity reminds why people started putting guns in overhead racers (or not making them overhead at all), and its fierce dislike of anyone trying to get the 'feel' of it is foolish. (Arcane, after complaints, have jiggered with the points needed to qualify – this does render the game less annoying, but not to a substantially bettering degree.) It seems strangely cruel to start mentioning *Micro Machines, Roadkill* and *Skidmarks 2,* but this does not lessen its stodgy, tasteless (and yet) abrasive nature. And the punchline to that joke's to be found elsewhere in this issue.

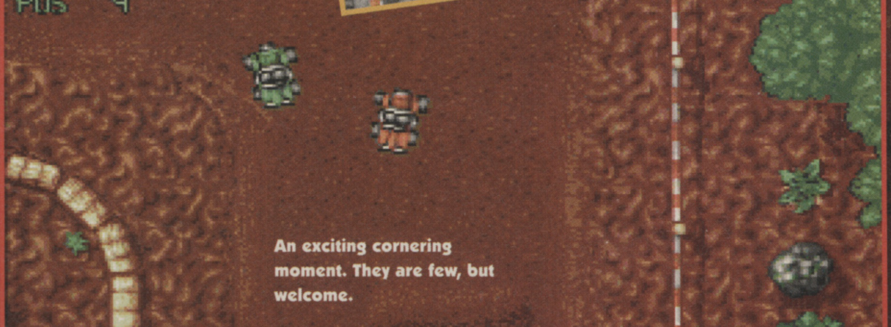
● ***JONATHAN NASH***



Turbo! And, indeed, a track.



Circuit the roundabouts, for they will slow you down. I approve.



An exciting cornering moment. They are few, but welcome.

UPPERS Well the graphics *are* kind of neat. Agreeable sound effects also. Exciting moments with the right tracks. Serial linkable (but without opponents). Hard drive-installable. Er, few options to slow down starting a game?

DOWNERS Shallow. Repetitive. Difficult in the sense it deliberately puts obstacles in the way of your getting to 'know' it. Odd lack of 'in-between' screens so a game finishes and restarts disorientatingly rapidly. Mistakes are treated harshly – you'll extremely rarely recover from an error to 'place'.

THE BOTTOM LINE
It's *Overdrive* for the '90s.

46 PERCENT

THE BOTTOM LINE
A500 The same, but for the animation of the computer cars. (There is none.)

AT LAST!

A FOOTBALL MAGAZINE ACTUALLY WORTH READING

(no, honestly)

Ours is a simple creed.

No pull-out teenybopper posters.

No crawly bum-lick interviews with Ryan Giggs.

No interminable blather about tactics and Christmas Trees.

Instead, the sort of stuff that real football fans want to read.

We call it TOTAL FOOTBALL.

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The .net Directory.

Thursday, 27th July
http://www.futurenet.co.uk/index.html

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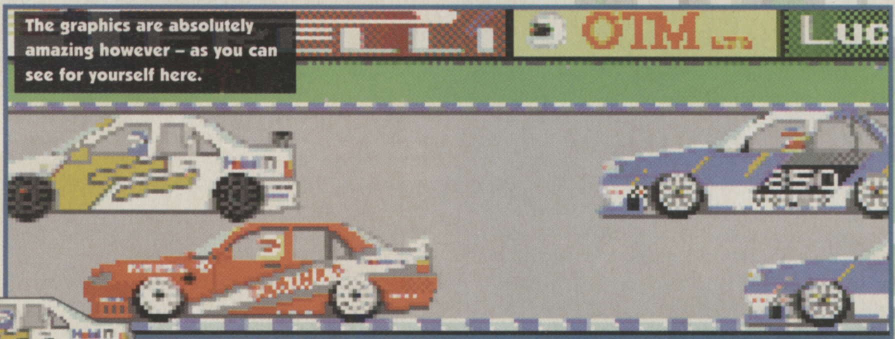
TOURING CAR CHALLENGE

Ever been driving a car that's permanently stuck in first gear?

Runs on: All Amigas
Publisher: OTM Publications and Promotions Ltd
Authors: S Rennocks (design and code), D Rennocks (graphics), R Montelro (music)
Price: £25
Release: Out now


The graphics are absolutely amazing however – as you can see for yourself here.

NEWS
TOURING CAR CHALLENGE
TOURING CAR CHALLENGE
NONE
Regular news updates on the other teams greatly enhance the game.

Manage a racing team to Touring Car success. That's the basic premise of this game. And not a bad idea either. Unfortunately the execution is rubbish. Let's look at what you have to do to play this game.

- Choose your tyres.
- Choose your drivers (always after every computer team has had its pick).
- Set-up your car (choose your suspension setting and type of tyres, put all the money you have into improving your engine).
- Watch the race.
- Go back to set-up for the next race.

And that's it. Choosing your tyres and drivers and improving the engine relies on how much money you have. You start with an apparently random amount at the beginning of each season and get a further, smaller amount before every race. You have no control over this money and no idea where it appears from. There is no negotiation or sponsorship.

The only 'skill' required to play *TCC* is guessing the weather conditions (you're given a forecast, so that's not too hard) and judging which of five types of tyre and four suspension settings are best suited to the expected conditions. This is really not difficult, and you should have it mastered within ten minutes or so. Once you've got that 'skill' under your belt it's just a matter of avoiding Repetitive Stress Injury as you click your way stolidly through the 21 races played out over seven courses in the season.

CHAMPION
That's made it all worthwhile.

I cannot imagine that there will be anything to appeal to fans of actual Touring Car racing in this game either. You could garner as much vicarious racing enjoyment from writing a basic program along the lines of:

```
10 PRINT "DEREK WARWICK IS RACING –
Wheeeeee-yooowwwww"
20 GOTO 10
```

making it run and sitting back in your chair with a cup of Horlicks.

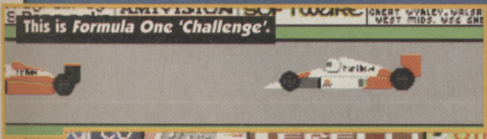
Do not buy this game, it is a software crime.

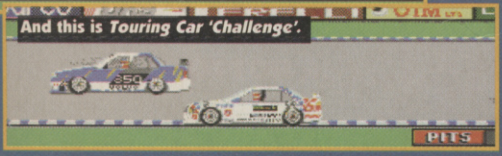
● *STEVE FARAGHER*

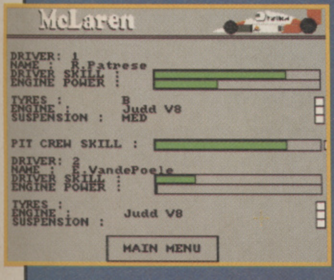
SEPARATED AT BIRTH…

It was Paul that noticed it. Standing looking over my shoulder as I sighed deeply, alarmed by the awfulness of *TCC*, he suddenly said: "I've reviewed that game. In the PD section of AMIGA POWER. Issue 42 it was. It's crap." He was right. On all four counts.

Touring Car Challenge IS, to all intents and purposes, *F1 Challenge* but with different data and car graphics. The really appalling thing is that *F1 Challenge* is not only available from F1 Licenceware (no relation) for the much more reasonable price of £5 but that IT'S A MUCH BETTER GAME. Not that it's a great game (Paul fairly awarded it two stars out of a possible five) but that the game is designed to work with the Formula One setup. Pit-stops are a significant part of the game in Formula One and *F1 Challenge* has a decent enough system to deal with them; they're an extra element of challenge to the game. *Touring Car Challenge* still has the facility to make pit-stops but there's no point; touring car races never last long enough for pit-stops to have to be made. Doh.

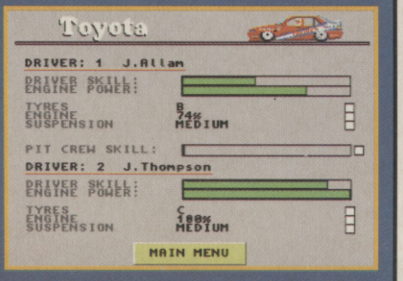

This is *Formula One 'Challenge'*.


And this is *Touring Car 'Challenge'*.



```
DRIVER: 1
NAME  : R.Patrese
DRIVER SKILL :
ENGINE POWER :
TYRES :          B
ENGINE :         Judd V8
SUSPENSION :     MED
PIT CREW SKILL :
DRIVER: 2
NAME  : E.VandePoele
DRIVER SKILL :
ENGINE POWER :
TYRES :
ENGINE :
SUSPENSION :     Judd V8
MAIN MENU
```

On the left, *Touring Car 'Challenge'*.



```
DRIVER: 1  J.Allan
DRIVER SKILL:
ENGINE POWER:
TYRES          B
ENGINE         74%
SUSPENSION     MEDIUM
PIT CREW SKILL:
DRIVER: 2  J.Thompson
DRIVER SKILL:
ENGINE POWER:
TYRES          C
ENGINE         100%
SUSPENSION     MEDIUM
MAIN MENU
```

And on the right, oh no – hang on.

UPPERS It uses the second disk drive. If you've only got one disk drive, disk swapping is kept to a minimum.

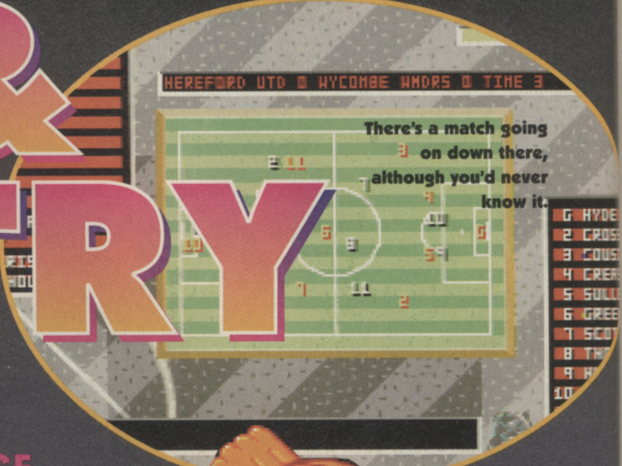
DOWNERS See above. Oh and you can have four players, which could well lead to losing three friends.

THE BOTTOM LINE

A game that's utterly devoid of any interest or fun and worse has apparently been foisted upon an innocent public as some sort of cynical marketing exercise. Deplorable.

3 PERCENT

CLUB & COUNTRY


HEREFORD UTD 0 WYCOMBE WNDRS 0 TIME 3

There's a match going on down there, although you'd never know it.

Mummy, the strange men scare me.

Runs On: All Amigas (1Mb)
Publisher: Boms
Author: Teque
Price: £30
Release: Out now

It's tense in the office, with the games section a gaping void, and THEN IT HAPPENS. "Hello", says the voice from Leisuresoft, "fancy reviewing a game for us?". Steve covers the mouthpiece of the phone, lets out a cry of joy (you'll find out why next month), and finalises the deal. The game's here next day.

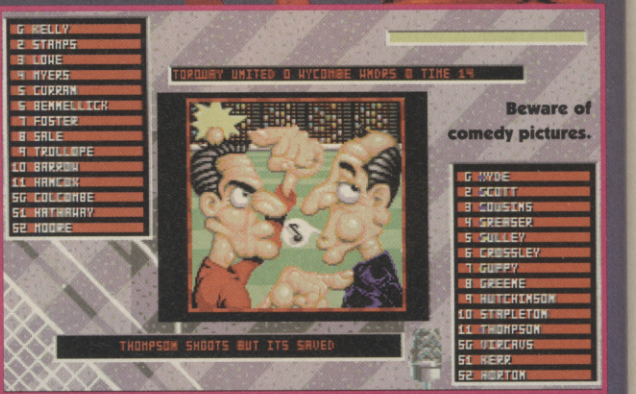
Unfortunately, after finally finishing the rather fabulous *SSSF2* guide (even though Cam hid US Gold's instructions from me for two days leaving me to rely on nothing but pure gaming instinct and luck), I was the only one free to review it. Not that I'm getting more than a little bit suspicious or anything but is it just me or do I continually get most of the (now how should I put this?), er, average games? Sir Jonathan of Nash gets to extol the virtues of first-class games or send the really poor ones to the FIERY PITS IN THE REALM OF THE UNDERLORD, Cam gets all the violent ones, and Steve, although suffering the odd bout of footie management game, is saved by his speedy acceptance of anything that looks remotely like a simulation. Hmm…

BELOW AVERAGE

Still, I've played *Club ("and" – Ed) Country,* got annoyed by it, played it for another day and then reached my decision – it's not very good at all really. As a footie management game it's got all the right bits in it, all the menus and stats are placed neatly in their own little sections and everything revolves around a main screen. Only, it's all just so slow, tedious, repetitive and downright sleep-inducing. The text is tiny and we had a hard enough time reading it on a monitor, what it would be like on a TV is anyone's guess, and it doesn't even (Grr) recognise a second drive. There's an annoying (and unskippable) run down of ALL RESULTS after you've played EVERY match, and the match screen itself is mind-numbingly appalling, with no on-screen action for you too see and no way of gaining any knowledge on how the players are performing past the occasional "Such and such is fouled" message. The only indication you've got of how good a player can be is by looking at the stats, trying him out and seeing what happens.

I'm completely unaffected by this game, and that's probably the nicest thing I can say about it. It's presented well enough to encourage you to wander around the different sections once, but everything grates on my nerves, and the complete lack of action switched me off. I just don't care what happens to this.

● *PAUL MELLERICK*

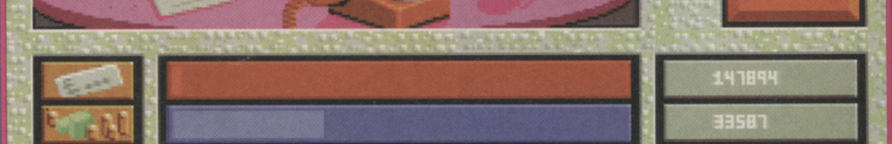

G KELLY
2 STAMPS
3 LOWE
4 MYERS
5 CURRAN
6 BENNELLICK
7 FOSTER
8 SALE
9 TROLLOPE
10 BARROW
11 HANCOX
SG COLCOMBE
S1 HATHAWAY
S2 MOORE

TORQUAY UNITED 0 WYCOMBE WNDRS 0 TIME 14

G HYDE
2 SCOTT
3 COUSINS
4 SPEASER
5 SULLEY
6 CROSSLEY
7 GUPPY
8 GREENE
9 HUTCHINSON
10 STAPLETON
11 THOMPSON
SG VIRGAVS
S1 KERR
S2 HORTON

THOMPSON SHOOTS BUT ITS SAVED

Beware of comedy pictures.



COACH VALUES VALENTINE AT 2-----

Robert Crumb would have been proud.

UPPERS There are plenty of screens and stats and things to look at, and they're all stored nicely in their own sections that're accessible through a neat set of icons, making it easy to pick up and play…

DOWNERS …and put down again. It's just too slow, uninteresting and full of a catalogue of all the traditional footie management problems, cliches and glib repetitions.

THE BOTTOM LINE

A pretty ineffectual little game. Treat it in the same way that I treat cabbage. It's there, it exists. But I'm having absolutely nothing to do with it.

33 PERCENT

THE BOTTOM LINE

A1200 Get a grip. It's not like it's going to run any faster or make the game play any better. I didn't want this box here. Sue put it in.

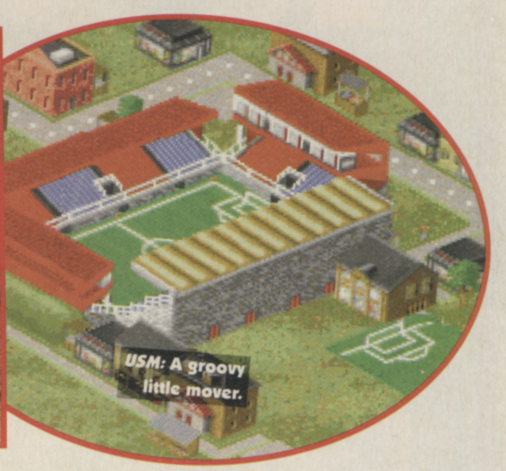
BUDGETS SPECIAL

Or: Games that are cheaper than they should be.

After months of complaining about expensive so-called 'budget' games, we thought it was about time to glimpse into the real world and see if there are any bargains to be had. We're doing this for a couple of reasons. For a start, it's a good idea, and secondly, there's not one single company planning to release a budget game over the next couple of months (it being summer and all) and we've got to put something on this page otherwise you'll all get depressed again. Right?

So after "jacking into the phone-net" and "surfing the Yellow Pages", we finally came up with some results. And the moral of the story seems to be – if you want a bargain, shop around. Oh yeah, and although our little investigations covered the Bath and Bristol area, we're fairly sure that this'll be mirrored by any other medium-sized city/large city combo in your area too.

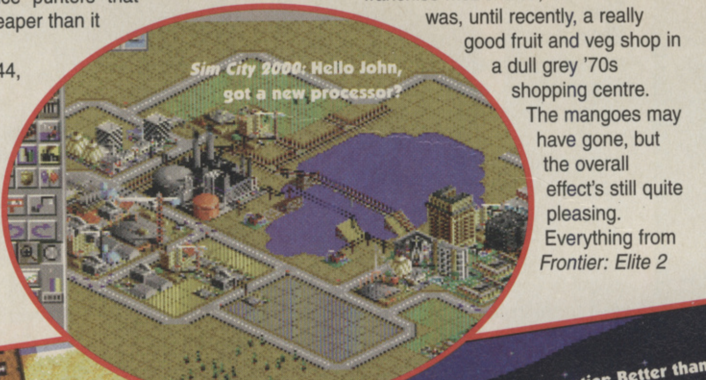
Cannon Fodder the second in quite cheap shock.



USM: A groovy little mover.

GAME LTD, BRISTOL

There're all manner of £13 specials at the moment. Well actually, £12.99, but we're loathed to use this blatant attempt to convince "punters" that something's a pound cheaper than it actually is. *Premier Manager 3* (AP44, 83%), *Micro Machines* (AP30, 88%), *PGA European Tour* (AP43, 84%), *Sim City 2000* (AP44, 85%) & *UFO* (AP43, 75%/HD 85%) are just some of the ones they've got flying out of their shops. And on top of all this, if you buy three games in their £13 range, you'll only pay £30 for them. So a quick look at the list will reveal that you can buy *PGA European Tour, Micro Machines* and *Sim City 2000* for £30. Barg!



Sim City 2000: Hello John, got a new processor?

GAME ZONE, BATH

Situated just across from the sinister fast 'food' franchise McDonalds, Game Zone was, until recently, a really good fruit and veg shop in a dull grey '70s shopping centre. The mangoes may have gone, but the overall effect's still quite pleasing. Everything from *Frontier: Elite 2* (AP32, A500 65%/A1200 75%) for £13 to *Jungle Strike* (AP45, 77%) for the same price. They also shared some of the same bargains with the Game shop, *PGA European Tour* etc. And they were chucking out games for as low as £5. Admittedly it was *Kick Off 3* (AP40, 69%), but hey, you can't have everything.

VIRGIN MEGASTORE, BRISTOL

Unfortunately, Virgin weren't knocking out many games THAT cheaply, but you could (if you so wished) buy *Man Utd: The Double* (AP49, 58%) for £18 but the more sensible among you might like to buy *Ultimate Soccer Manager* (AP50, 84%) for £18. The choice is yours.

FUTURE ZONE, BRISTOL

Another one of those specialist chains, and chock full of games (odd that). A very nice man answered the phone, and offered me *Cannon Fodder 2* (AP44, 89%) for only £13, and by the time I'd hung up on him, I found out that *FIFA Soccer* (AP43, 76%) was going for £15 and (the updated, not-so-bugged) *Sensible World of Soccer* (AP44, 95%) could be 'had' for £18.

So now you know. The biggest shop doesn't necessarily have the best bargains, and it's all too easy to spend a fiver more on a game than you really need to. Shop around people, utilise your inherent hunter/gatherer instincts to track down, and consume, the best bargains in town. WE HAVE SPOKEN.

The fantastic *Micro Machines.* Just one more go then eh?

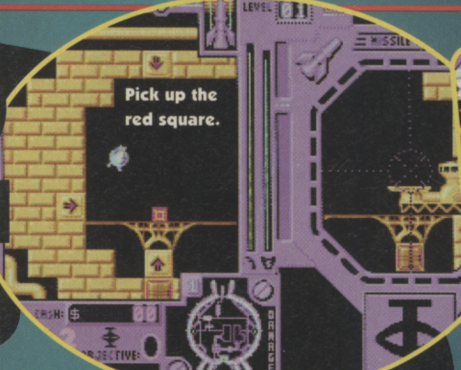
Frontier: Better than real life. Allegedly.

Earth
22:21:40

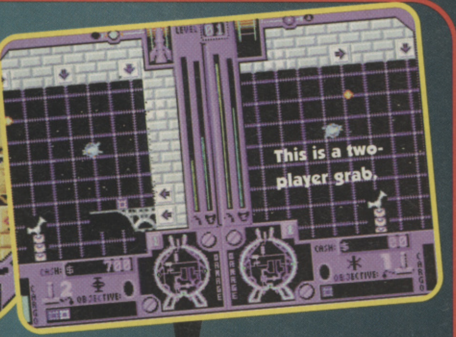
PD

Paul Mellerick's back in the driving seat once again as a new batch of PD disks hits his desk. Did you know that once he's done with them he sends them all back? It takes a long time. And a lot of envelopes.

R3


LEVEL
MISSILE
CASH: $
OBJECTIVE
DAMAGE

Pick up the red square.


LEVEL
CASH:
OBJECTIVE

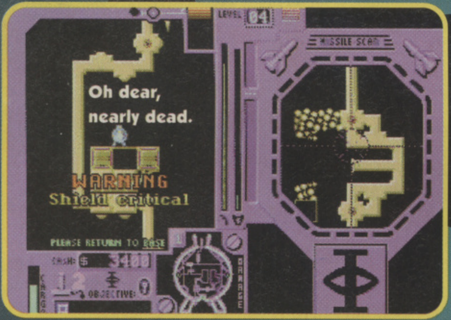
This is a two-player grab.

As you've no doubt noticed by now we've got a big thing about *Thrust*-type games. There's always going to be the superhero that is *Gravity Power* (The Game of Champions formerly known as *Gravity Force 2*), but every time we get a new fly-around-in-a-small-ship-and-shoot-things game, we like to see if there are any new ideas in it.

R3 has some, and they're not bad, either. For a start (and unlike *GP*), there's a one player option, with missions to complete and problems to be worked out. The two player game is a straight head-to-head blast of great fun or an uneasily cooperative game where you try and pick up all the cargo pods without going nuts and letting rip at the other players with cannon and rockets.

It's nothing exactly earth-shatteringly new, but the inclusion of more detailed levels, teleporters, fans and the like adds a more thoughtful, tactical angle to the one player game and a pinball-esque slant to the two-player action.

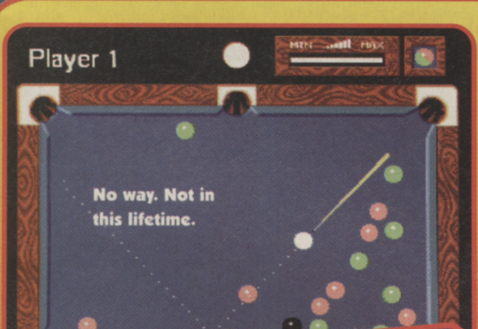
On top of that, it looks and sounds good, and rather than having lives, you have a stock of money to buy differently graded spaceships, from the terribly slow and feeble Blobby through the slightly better Insipid and beyond. The trade-in value of your old ship means that it's often worth hiding from the other player and letting him grab all the goodies, rather than making a bold run of it, getting killed, and missing out on all the later, groovy levels.


LEVEL 04
MISSILE SCAN
WARNING
Shield Critical
PLEASE RETURN TO BASE
CASH: $ 3400
OBJECTIVE

Oh dear, nearly dead.

THE BOTTOM LINE:

A well thought out game, with all the right options and selections to keep things interesting. It's also a great one- or two-player game, ensuring that practically every one will find it fun to play. A definite must. ★★★★½


Player 1
MIN
MAX

No way. Not in this lifetime.

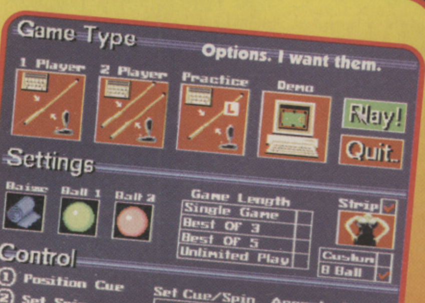
TRY HITTING THE CUE BALL AT THE CUSHION WITH FULL POWER AND BACK SPIN!
OH, AND MIND THE WINDOW!

My, that's a nice table.

Every so often, we get games in the office. Stunningly obvious, I know. But although the majority of them come from companies (PD or Full Price, it doesn't matter), we often get readers sending their own creations in. The chosen few appear on our coverdisks, the vast majority are truly awful, and some of them are okayish. This one's a shareware game for a fiver, and we think it's worth it.

It's your basic pool game, nicely put together and very similar in play and control to Team 17's *Arcade Pool*. There are four computer-controlled opponents for you to beat or a potentially infinite supply of Player Two's. As long as you've got an infinite supply of friends to play the game with, that is.

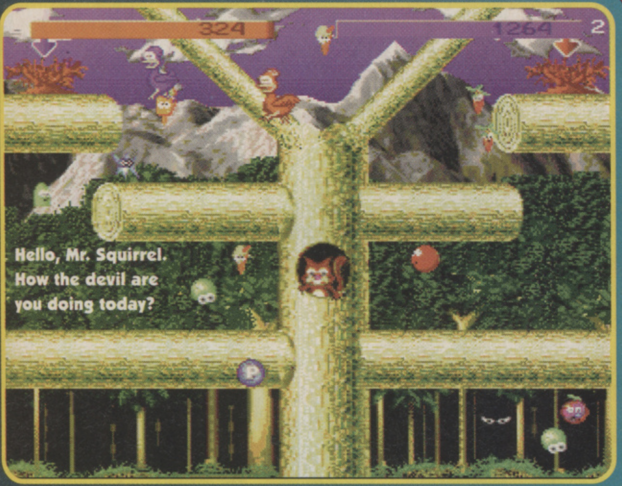
And that's it. You select your position, put spin and stuff on the ball and then hit the ball with the right amount of power. And hope it goes in. The computer opponents get harder as you progress, but they're not ridiculously hard, although some of the shots they execute to get out of trouble are quite amazing. It's a neat little package and apart from the tacky strip option (don't fret too much, they're just badly drawn characters), it's a great game and very worthy of a look.


Game Type
Options. I want them.
1 Player
2 Player
Practice
Demo
Play!
Quit..
Settings
Baize
Ball 1
Ball 2
Game Length
Single Game
Best Of 3
Best Of 5
Unlimited Play
Strip
Cushion
8 Ball
Control
① Position Cue
② Set Spin
③ Set Power
Set Cue/Spin
Accept
Cancel

THE BOTTOM LINE:

A neat and playable pool game, but if you've got *Arcade Pool* or something similar, you probably won't find much of interest here. ★★★½

FRIDAY NIGHT POOL



Hello, Mr. Squirrel. How the devil are you doing today?

EGG SCRAMBLE

17 Bit Software

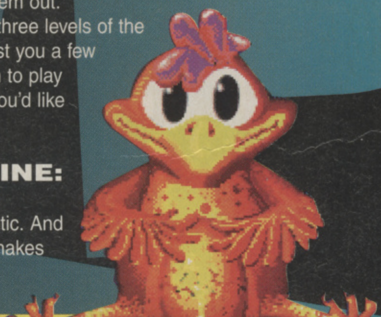
I like this because it's completely anarchic, outrageous and mad. All of which I can relate to very easily. (I'm bonkers me!) *(Ghnfff. – Ed).*

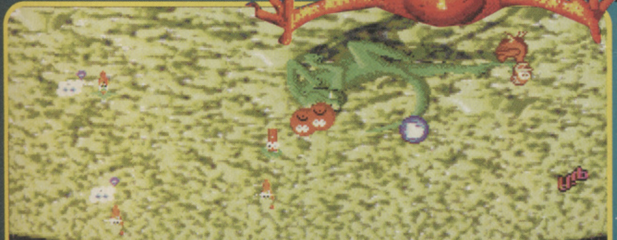
The simple object of the game is to pick up and deposit five eggs in your nest. You do this because you're a chicken which means you can can (sort of) fly around the screen and pick up all the bonuses. In great platform game traditions, some are good for you, some are not, but it's the eggs you're after. Unfortunately, so is the other chicken, and he'll be more than a little jealous if you pick up an egg and he hasn't got one.

As you might be able to imagine, all this flying around, avoiding certain items, collecting other ones and waiting to see where the next egg is going to pop out from is pretty hectic and initially slightly confusing, but a few plays sorts that little problem out.

This PD demo has only three levels of the 50 available which will only last you a few attempts, but it's good enough to play through and see if you think you'd like the full version.

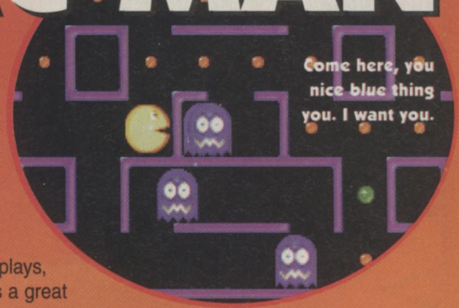
THE BOTTOM LINE:
Quirky and fun, it's not all that original, but it's mad and chaotic. And as far as I'm concerned that makes for a great game. ★★★★





And no, Sue hasn't put the grab in the wrong way round. Although...

DELUXE PAC MAN

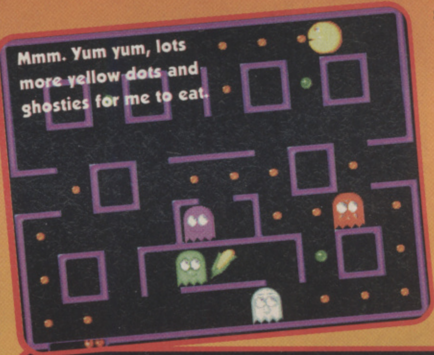


Come here, you nice *blue* thing you. I want you.

Before you start moaning about yet another *Pac Man* clone available on PD, don't. Because I almost did the same thing, but after a few plays, it turns out that this is a great little version.

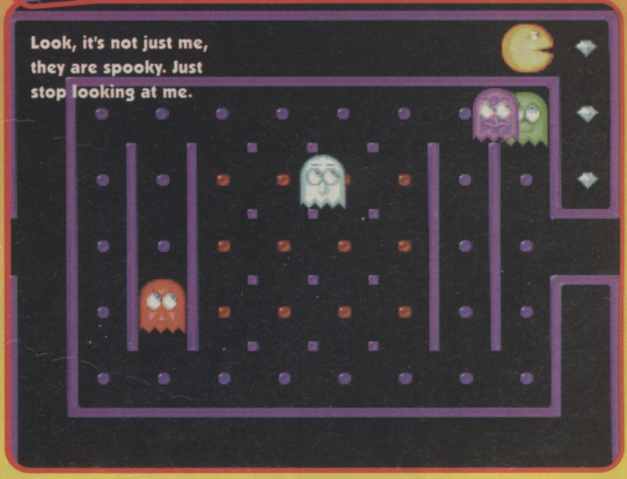
For a start this is a Deluxe version. Effectively that means that the characters are bigger, the levels are different from the traditional arcade version (they're smaller to allow for the bigger graphics) and the most important new feature are the new and varied power ups you can collect. Oh, and there's a bonus stage as well.

It's a smooth version of *Pac Man,* nice and speedy, not too predictable and the ghosts are menacing because of the fabulous way they watch you with their eyes *(As opposed to their elbows maybe? – Ed)* as you go around the level. It also gives the impression that they're intelligent, which is scary.



Mmm. Yum yum, lots more yellow dots and ghosties for me to eat.

THE BOTTOM LINE:
A cool and improved version of *Pac Man* with all the right bits left alone and all the changed bits proving very effective indeed. I like this. ★★★★



Look, it's not just me, they are spooky. Just stop looking at me.

GET IN TOUCH

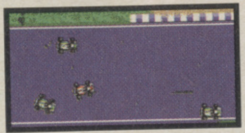
If you fancy a copy of Friday Night Pool, then you're going to have to contact Jon Harris, 2 Leight Road, Walsall, West Mids, WS4 2DS. If you want R3 (instead or as well, it doesn't matter) then your man is Bruce Webster, 29 Tika Street, Riccarton, Christchurch, New Zealand, 8004. The other two game can be purchased from the offices of 17 Bit Software ring them on (01924) 366982

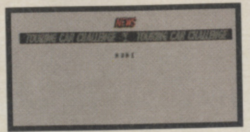
POINTS OF VIEW

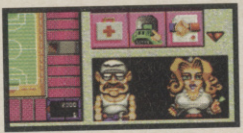
No point denying it, it's been a terrible month for games. And tobogganing.

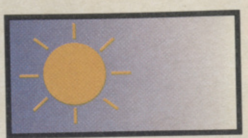
BRUTAL

PLAYER MANAGER 2


TURBO TRAX


TOURING CAR CHALLENGE


CLUB & COUNTRY


WEATHER

MARATHON (APPLE MAC)

	BRUTAL	PLAYER MANAGER 2	TURBO TRAX	TOURING CAR CHALLENGE	CLUB & COUNTRY	WEATHER	MARATHON (APPLE MAC)
CAM WINSTANLEY	Cute beat 'em up? ★	Haven't played it	Overdrive 2 ★★	Touring car-ly challenged ★	No more, please ★	Roll on Autumn ★★★	I am its slave ★★★★★
STEVE FARAGHER	(Sob) ★	(Sniffle) ★	(Lip tremble) ★	(Bawl) ★	(Tissue) ★	Still, it is sunny ★★★★★	And I'll have a Mac ★★★★★
JONATHAN NASH	Beetroot ★	Haven't played it	Ready Brek, more like ★★	And they're off! Our ad pages that is ★	Clubbing baby seals for their pelts, more like ★	Astoundingly hateful ★	I am the soundmaster ★★★★★
PAUL MELLERICK	Didn't want to play it ★	Why are you buying this? ★	Harsh turn? You betcha ★	I'm winning. Go away ★★	Out. Go on. Now ★	Hooray for that ★★★★★	I'm getting there ★★★★★
STUART CAMPBELL	A bit of a Marathon ★★	Clearly I've played only *Brutal* ★★	But the Rich Pelley joke... ★★	...wouldn't conceivably stretch... ★	...to another month ★	Brutal ★★★★	A blizzard of death ★★★★★
UNITED NATIONS	Um... ★★★	Er... ★★★	Um... ★★★	Hmmm... ★★★	Er... ★★★	Phew, they're all dead	Fancy a drink? ★★★★★

ON SALE 21ST SEPTEMBER

NEXT MONTH

SOME BETTER GAMES WOULD BE NICE.

And we'll get them. No really. *Fears* only just missed out this month, *Andre Agassi Tennis* should be ready and there'll be a couple more in the pipeline no doubt. Things to make your Amiga leap in to the air and shout "Huzzah!" No, there will. So do not cry my little ones.

AMIGA FORMAT PRESENTS

The New Torchbearers

Every month it seems that some major software house pulls out of the Amiga market. And yet, most of the really successful games in the last year have been Amiga titles. Find out why and, more importantly, where new Amiga games are going to come from...

Issue 75

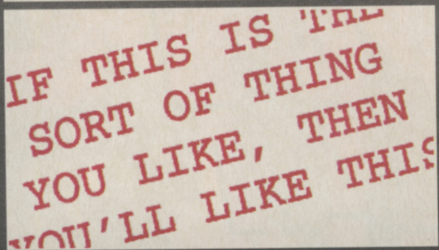
On sale NOW!

PUSHOVER!!

The Dark Underbelly of Reviewing 1:
PR man on my shoulder

Be wary of reviews told in the form of a story relating how a software PR man came down for the day and took the mag team out for dinner. Such reviews will invariably call the game a 'product' and spend more space recounting what a great time everyone had than talking about the game. Why? Because no game disks were left in the magazine offices, and it was played solely to get enough screen shots for the 'review.' Played by who?. Why, by the PR guy of course, leaving the contented and intoxicated 'reviewer' free to take the pictures.

WAFFLE!!

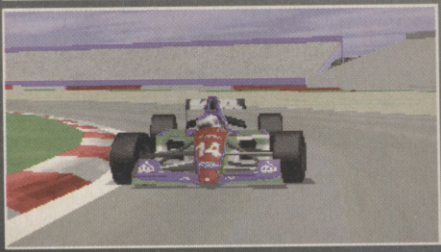


IF THIS IS THE
SORT OF THING
YOU LIKE, THEN
YOU'LL LIKE THIS

The Dark Underbelly of Reviewing 2:
You'll like this.

Every time you see a review that ends with a derivative of the line "If this is the sort of thing you like, then you'll like this," simply replace it with the line "I really can't be bothered playing this. Perhaps by giving it a nondescript mark and an uncontroversial review, no one'll notice that my review is entirely lacking in critical content. Or facts for that matter." Never trust a review containing this line, unless it's used to ironically counterpoint a low mark of course. It was almost certainly written in under 15 minutes, from game start to review end.

DECEPTION!!



The Dark Underbelly of Reviewing 3:
PC Exclusive

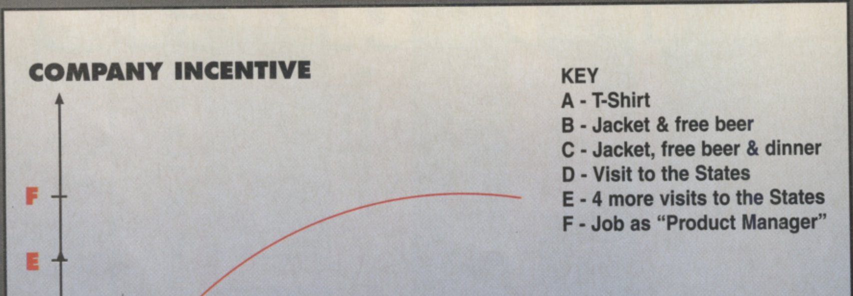
"These graphics would be remarkable enough on a PC 486DX, so they're truly astounding on a CD32" is a euphemism for "The Amiga version's still three months away from completion, so we've played the PC version on a 486DX, even though it features texture mapping and gourard shading far beyond the capabilities of the Amiga, and therefore gives a completely false impression of the game. But hey, we've got the much vaunted and ultimately meaningless exclusive."

And you think we're making this up.

POUND OF FLE
(AND THE CRATE OF BEER'S IN TH

HOLDENHEIN'S CHART OF EMPLOYMENT

Holdenhein's Eleventh Law of Games states that the "review score of a crap game is exponentially affected by the chances of the reviewer getting employed by the company involved," and can be graphically demonstrated thus:

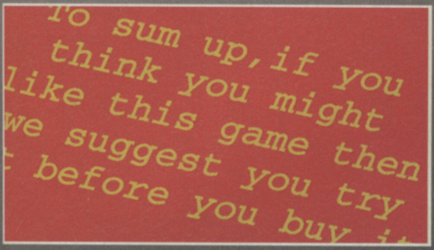


"It gets 91% in one review, yet only 12% in another. Why is this?" moans Rodger Huxley from Robin Hood's Bay. "An exclusive review, cover image, demo disk and a 97% score – is there some kind of causal relationship?" enquires Derrick McIntyre from Dumfries. Let your sleepless nights be at an end as we melt away your DoubtCongestion by dripping another TruthKarvolKapsule™ onto your PerceptionPillows.

So – games reviewers then. What are they all about? Well, there are several ways of looking at this most un-noble and contemporary of professions. One way is to think of a games magazine as your older, richer and more knowledgable friend. He's the kid who can afford to buy every game as it comes out, regardless of whether he hated the original or has heard that even the arcade game was rubbish. He's rich yet also philanthropic, and once he's played a game, he'll meet you in the park and tell you everything about the game, how the later levels are better than the earlier ones, how the collision detection's a bit off and how it doesn't (grrr) recognise a second disk drive. And then as the sun sets, you'll be able to cycle home knowing whether you'll buy the game or avoid it.

In this model, games reviewers are talented writers who happen to be employed on computer games magazines. The only thing they care about is getting the facts right. In the same way that other

INDECISION!!



To sum up,if you
think you might
like this game then
we suggest you try
before you buy

The Dark Underbelly of Reviewing 5:
Try before you buy

Few professions offer such a scope for unguarded incompetence as game reviewing. Film reviewers in specialist movie mags come close, but even they baulk at suggesting that if you think you *might* like a film, you should go and see it. The phrase "try before you buy" is used by dullard reviewers who miss the point entirely. Readers shouldn't have to try the game. They should read a review containing enough critical analysis for them to make up their minds about whether they want to play it or not. Anyone using this has clearly given up on life.

BRIBE!!

The Dark Underbelly of Reviewing 4:
USA Exclusive

"We're developing the game in America," explains the software company. "We'll pay for you to fly over Stateside, and while you're here, let us take you to Las Vegas for two days, and then fly you over the Grand Canyon before heading on to Los Angeles. And then you can impartially review our game by the poolside of your rented apartment, draining the mini-bar at our expense." Curiously, the thought of sending the disks over to the reviewer by Federal Express seems to occur to no one. Mountain to Mohammed and all that.

COMPROMISE!!

The Dark Underbelly of Reviewing 6:
The score of SATAN

And it shall pass that the reviewer can't get off level one. And he shall not care for the game, or want to play it for more than 20 minutes. But lo, he shall be fearful of the software company dropping advertising, and missing him off the free crate of beer list at Christmas, and he shall tremble and quake mightily as all rival mags have given it a high score. So he shall give it a score low enough to dissuade potential buyers, yet high enough to pacify the software people. And that score shall be the NUMBER OF THE BEAST, and it shall be 73 percent.

LESH
THE POST)

Having digested all there is to know about Japanese cartoons in AP50, your thoughts are almost certainly turning back to how magazines mess with your minds.

specialist consumer testing magazines (such as WHICH?) protect consumers by conscientiously testing every aspect of a consumer durable, this view maintains that reviewers prevent their loyal readers from getting burned by buying high-profile yet ultimately useless games. Only they do it more entertainingly than WHICH? Obviously.

Another way to look at reviewers is that they're game-obsessed self-promotionalists at the bottom rung of a career devoted to reaching the ultimate goal of 'product manager'. In this model, the time spent on magazines is time devoted to building a portfolio of friends and contacts in 'the industry'. Having some sort of obvious gimmick (for example, a stupid bandana) helps these go-getters stand out from the crowd, as does going out and drinking lots of beer with PR people.

Obviously, if the ultimate aim is to work in 'the industry' then slagging off a potential employer's 'product' is a bad idea. Initially these 'reviewers' are obliged to say nice things about the games coming from 'industry friends' and recount the 'product information' as verbatim from press releases, but career progression opens up more subtle roads. If you're the editor, why not freelance out all the crap games (washing your hands of any responsibility) and keep all the really good games for yourself to review? This way, when that PR job comes up at Digital Magnetic Illusions Interactive in Los Angeles, you'll have a stack of glowingly vague, yet complimentary reviews to back you up.

A final theory states that magazines are in collusion with software manufacturers against 'the kids' in a bid to SELL. In this theory, the faceless suits who own the magazines play golf with the ex-demo coders who own the software companies, and on the 16th hole, the mags agree to give sub-standard games an easy ride in return for exclusivity and pages of expensive advertising, while the software companies agree to spend loads on lavish 'Tool of the Devil' advertorial supplements (written by the mags but vacuously praising said company) and sending 'responsive' reviewers to the States in return. But obviously, we can dismiss this final theory out of hand, as no modern-day industry would support so much falsehood, deal-doing, blatant toadying and backscratching as would be needed for this system to work. Would it? WOULD it? WOULD IT?

PUTTING IT INTO PRACTICE

Knowing all there is to know about the reviewing lark, can you now match the scores – 18%, 47%, 73%, 94% – with the review quotes?

"The view from the offices overlooking San Francisco Bay were incredible, but not as good as from the helicopter they chartered to demonstrate the game's awesome realism."

"So, if the idea of managing a team of 14th Century Benedictine monks and getting them to complete their illuminated pages on time appeals to you, then you'll love this game."

"...after the meal, Binary Magician Interactive's PR guy Gary let me drive his Testarossa to the office. He's great, and we played the game for an hour while chatting about getting hammered together that night."

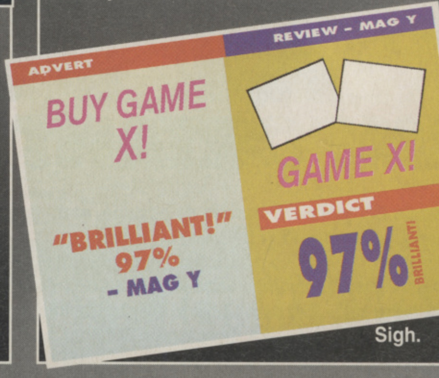
"Incredibly, the graphics claim to be nearly as good as the PC version, but when we played it, we couldn't see any difference at all. Remarkable!!!"

ANSWER – All games scored 94%. See? It's easy when you know how.

AND FINALLY...

THE FUTURE OF VIDEO GAME REVIEWS

We fear that AP may be powerless to stop the advancing tide of 'stylish' game mags. In less than a year, computers could well replace writers to produce mags in this strictly formulaic manner:



Sigh.

PLAY GLOOM – BUT IN A PHOTO BOOTH

AND WIN SOME FEARSOMELY REALISTIC WEAPONRY

Regular readers and all sane persons will have digested the monumentally comprehensive *Doom* feature in last month's AP, while only cretins, half-wits and morons will have missed out on the *Doom* – But Not On The Computer, in which we brought *Doom* to life using only a spooky labyrinth, some plastic BB guns and masses of cardboard and sticky tape.

GLOOM – THE GAME

Last issue losers will also have missed our *Gloom* review. It's fast, it's by the guy who brought the world *Guardian* – The Game of Champions, and it's gorier than a fight erupting in the middle of a pop concert crowd and escalating into a six-way chainsaw duel. *Gloom* (AP52, 90%) currently stands as the winner of the *Doom* – But on the Amiga award, and it's really rather smashing, in a 'viscera hitting the floor accompanied by ploppy sound effects' sort of a way. And Guildhall Leisure (*Gloom*'s publishers) have given us ten copies of it to give away to ten lucky A1200 owners. Truly, life is good.

GLOOM – THE FIREPOWER

To further enhance the realism of playing *Gloom*, and also to increase our reputation as a 'hard' magazine, they've also bought us five sinisterly realistic BB guns to give to the top five entries. Short of being lethal, but way, way past being toys (hence the legal requirements at the bottom), we use our own office stash of these little beauties to shoot up cardboard boxes and photographs of our enemies, and they're great. Fifteen shot magazine, sleek, cock once to fire – very nice. So five winners get a gun and a copy of *Gloom*, and five runners up get a copy of *Gloom*. How? Here's how.

With a gun you'll make all kinds of new friends.

PLAY GLOOM – BUT IN A PHOTO BOOTH

We want you, and as many friends as possible, to accurately replicate the gung-ho firearms frenzy of *Gloom*, but in a photo booth. One frame's all that's needed to win (as long as it's great of course) but special favour will be heaped upon anyone who manages to tell a short story in four pictures. Painted backgrounds featuring long tunnels and props are pretty much essential we'd have thought, but bear the following in mind:

- Photo booths are privately owned. Don't do anything that'll damage them.
- Photo booths are publically positioned. Don't scare passers by.
- Waving replica guns around is silly and could lead to police-induced death, or worse. Therefore, use bananas or other soft fruit to simulate all kinds of weaponry.
- Similarly, walking into your local post-office wearing a rubber mask is likely to alarm the staff. Confine your mask-wearing activities to the inner sanctum of the booth, or find a photo booth in a train station or somewhere.
- We hereby state that we're responsible in NO WAY for you getting arrested wearing a devil costume and clutching some ripe fruit.

Once you're happy with your snaps, read the legal bit down below, then stick them to a piece of card (so we don't lose them) and send them with your name, address and telephone number (also on the bit of card with the pictures so that we don't lose them to **FLASH! Oh no I'm not… FLASH! Quite ready… FLASH! Yet… FLASH! Competition, AMIGA POWER, 30 Monmouth Street, Bath BA1 2BW some time before September 30th.**

this gun

Incomprehensible and yet stirringly exciting – *Gloom*.

IMPORTANT LEGAL BIT

Plastic BB guns are classed as airguns, and therefore legally can't be owned by anyone under 14. We're also aware that many parents or guardians *(The Child Minders of Cham… no, hang on. – Ed)* won't take kindly to having a gun in the house. It's therefore VITAL that you include your phone number so we can check on your situation before we ship the prizes out, and in the event of you being too young, we'll send some extra games instead of the gun. No phone number, no guns, it's as simple as that.

THE RULES

1. Future and Guildhall Leisure staff don't count.
2. Entries after Sep 30th don't count.
3. Boring entries don't count.
4. Any one else's views don't count. Only the editor's.

http://www.futurenet.co.uk/games/amigapower.html

THE INTERNET – A POTTED HISTORY

USA – The 1960s

Fearful that a well-placed Ruskie ICBM could take out North America's defense computer capability in one irradiated shockwave, federal computing capability is spread out across the country. Computers in defense buildings, colleges and research facilities are linked together by dedicated land lines. The Internet is born.

1960 – 1993

The Internet grows slowly and steadily and then, with the advent of home-owned PCs in the early '90s, suddenly grows massively. Even though it promises an entire world of knowledge and trivia through its many tendrils, the entire world is left with the nagging doubt that there's something missing.

1994

AMIGA POWER arrives on the Internet, and the sudden flash of alpha waves emitted from the happy minds of millions of Internet InfoWaveWindsurfers causes psychics around the globe to spontaneously explode in delight. At last, the mightiest Amiga games magazine the universe has ever seen has a 'presence' and CyberAddress on THE fastest growing fad of the decade. It's on the top of this page, and everything.

AMIGAPOWER@FUTURENET – A POTTED TOUR

AMIGA POWER

http://www.futurenet.co.uk/games/amigapower.html

Reviews, features, hints and tips of the past can currently be excitingly revisited in the present using the technology of the future. Or so it says here.

OTHER FUTURE PUBLISHING MAGAZINES

http://www.futurenet.co.uk

They've also got VirtualVersions on the Net, so if you're into consoles, PCs, needlecraft, guitars, football, synthesisers and mountain bikes, there's a good chance you'll nibble your fingers off excitedly.

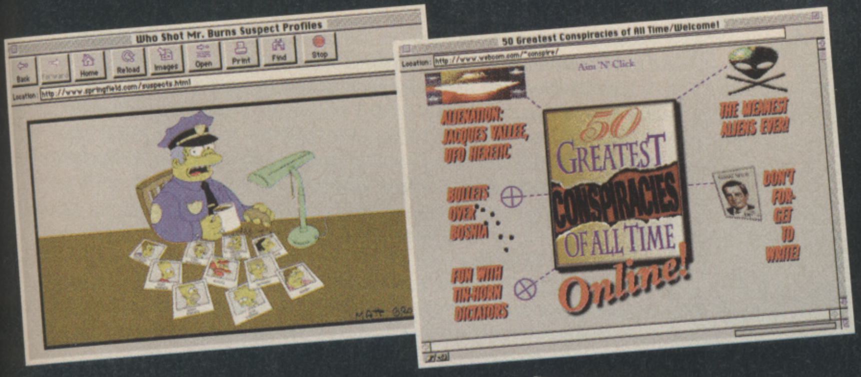
NEWS FEED

http://www.futurenet.co.uk

Take time out from the 8 to 15 hours a week you spend playing games, and cruise our News DigiDesk to find out which celeb's been cruising Hollywood Boulevard this week.

AMIGA POWER'S PICK OF THE MONTH

Very little on the Internet is worthy or memorable. Much however, is hugely entertaining. Here's our pick of the month which, along with last month's lot, can now be accessed through the AMIGA POWER site. Technology is our tool, and we are its masters.


Who Shot Mr. Burns Suspect Profiles
Back
Forward
Home
Reload
Images
Open
Print
Find
Stop
Location: http://www.springfield.com/suspects.html
MATT GRO
50 Greatest Conspiracies of All Time/Welcome!
Location: http://www.webcom.com/~conspire/
Aim 'N' Click
ALIENATION: JACQUES VALLEE, UFO HERETIC
BULLETS OVER BOSNIA
FUN WITH TIN-HORN DICTATORS
50 GREATEST CONSPIRACIES OF ALL TIME Online!
THE MEANEST ALIENS EVER!
DON'T FOR-GET TO WRITE!

http://www.springfield.com/

A lavishly illustrated Simpsons site, featuring the Bullet in Burns Bulletin Board, a hotbed of speculation about who actually shot the old man. It'll be September before we find out, yet already there're around 500 theories circulating, mostly about how Santa's Little Helper did it. Yeah, right.

http://www.webcom.com/~conspire/

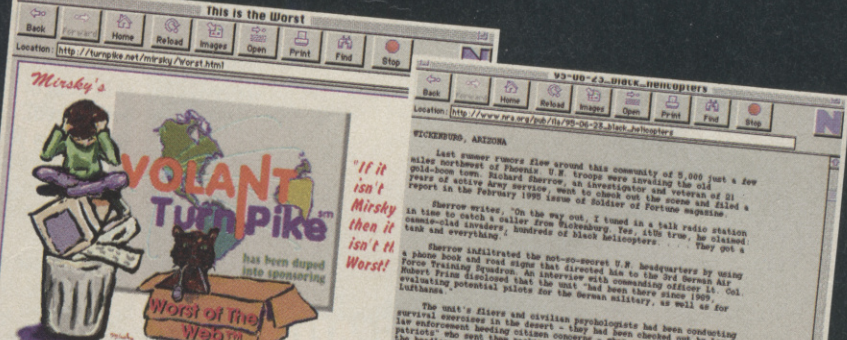
Updated regularly, and mentioning the CIA in almost every paragraph, 50 Greatest Conspiracies features such well researched, credible and excellently presented theories that they COULD WELL BE TRUE. Scared? Us? Never.

http://turnpike.net/mirsky/Worst.html

Saving you hours of netsurfing, Mirsky presents absolutely the worst Net pages you've ever seen, from crappy commercials to the senile ramblings of OctagenarianInfoNauts. It's sort of like Manhattan Cable meets Take Over TV – but on the Internet.

http://www.nra.org/pub/ila/95-06-23_black_helicopters

This month's UN invasion theory comes from the pages of Soldier of Fortune via the National Rifle Association, and is an account of how unmarked helicopters flew patrols over a secret UN base in Wickenburh Arizona. "Cammie-clad invaders, hundreds of black helicopters. . . . They got a tank and everything," claims one eye witness. Hmm...


This is the Worst
Back
Forward
Home
Reload
Images
Open
Print
Find
Stop
Location: http://turnpike.net/mirsky/Worst.html
Mirsky's
VOLANT TurnPike
has been duped into sponsoring
Worst of The Web™
"If it isn't Mirsky then it isn't th Worst!
95-06-23_black_helicopters
Location: http://www.nra.org/pub/ila/95-06-23_black_helicopters

WICKENBURG, ARIZONA

Last summer rumors flew around this community of 5,000 just a few miles northwest of Phoenix. U.N. troops were invading the old gold-boom town. Richard Sherrow, an investigator and veteran of 21 years of active Army service, went to check out the scene and filed a report in the February 1995 issue of Soldier of Fortune magazine.

Sherrow writes, "On the way out, I tuned in a talk radio station in time to catch a caller from Wickenburg. Yes, itUs true, he claimed: cammie-clad invaders, hundreds of black helicopters. . . . They got a tank and everything."

Sherrow infiltrated the not-so-secret U.N. headquarters by using a phone book and road signs that directed him to the 3rd German Air Force Training Squadron. An interview with commanding officer Lt. Col. Hubert Prinz disclosed that the unit "had been there since 1989, evaluating potential pilots for the German military, as well as for Lufthansa."

The unit's fliers and civilian psychologists had been conducting survival exercises in the desert – they had been checked out by local law enforcement heeding citizen concerns – when confronted by "armed patriots" who sent them packing. While The Spotlight tabloid blared the headline: "Armed Patriots Confront U.N. Unit," Sherrow captured the truth, labelling the armed confrontation "a scenario with potential as a near-tragic incident."

CATRON CO., NEW MEXICO

FUTURENET – FOR ONCE, SURPRISINGLY, THE FUTURE IS ACTUALLY HERE.

COMPLETE CONTROL

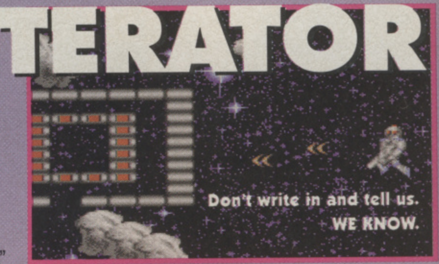
As the presses set to roll and the AP team pack up to go home for another month, there is no sign of Rich Pelley; just a big bag of tips and a short straw waiting to be drawn to see who will have to compile this month's COMPLETE CONTROL instead. Unless... if we empty the tips over a Mac and wish really hard, maybe, just maybe, the tips will write themselves...

GRAVITY POWER

We design our own levels now.

(AP50 Coverdisk, and the best game ever (practically)**)**
"By the way, you did know that the cheats from *Gravity Force 2* also work on *Gravity Power,* didn't you?
Namely moving the cursor off 'play' and typing in:
Cheat Menu
SHOW LT ULE BARF ROXER TOMAS SNIX.
Ah. Good.
David Goffin, again."

OBLITERATOR


Don't write in and tell us. WE KNOW.

"I have found a cheat to *Obliterator.* Go into an elevator and a red line will cross over you. Now you have four guns and lots of other things.
Love Warren Daske, age 7."

TENNIS CHAMPS

Imagine having a zip in your head.

(AP 52 Coverdisk)
"Dear Rich. I think that I have found a cheat, or a bug, in *Tennis Champs* from the AP52 coverdisk. What you do is when you are receiving during a game, go right up to the net before the computer hits the ball. Now all you have to do is to hit the ball before it bounces, either into the net or out of the court. This will count as a fault against the computer – get two of these and you will win a point. Simply do this every other game and, provided you have got the hang of serving, you will win just about every match.

I have also got a tip for the ultimate serve. Move your player to the edge of the court, and after you toss the ball, hold towards your opponent for about a second, and hit the ball later than normal. After you get the hang of this, you should be able to serve a ball that just scrapes the net and goes off the side of the screen resulting in an ace.
Bye then, Daniel Stokes, Essex."

13 PAGES OF PREMIUM PLAYING TIPS START HERE

Colonization..........62-64
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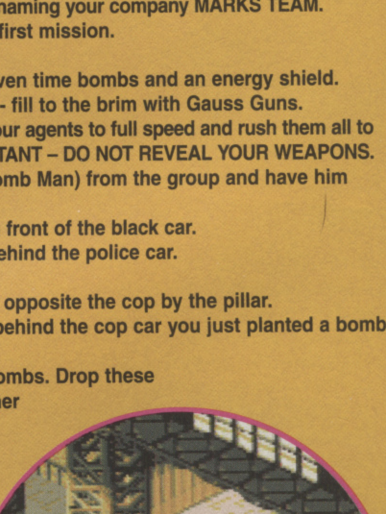
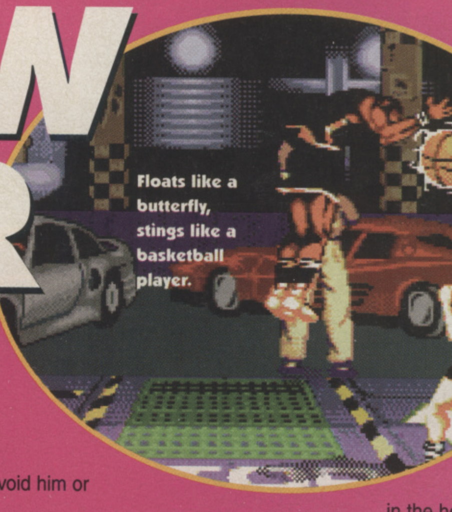
Sup Str Fighter 2....66-69
Syndicate..........60
Tennis Champs..........60
Ult Soc Manager..........61

SYNDICATE

(Bullfrog/ Electronic Arts)
"Attention Comrade Pelley,
I wish to alert your presence to a way to have more fun using your TERRESTRIAL VERSION OF BULLFROG CORPS *SYNDICATE.*
1) Use the cheat, not mentioned in your last *Syndicate* hint fest, Mr Pelley (we are watching you) *(Hey! I didn't write them. It was Paul. – Rich)* of TOTAL ACCESS TO TERRITORIES AND MONEY, R+D, WEAPONS AND AGENT MODIFICATIONS by naming your company MARKS TEAM.
2) Select Colorado as your first mission.
3) Arm your agents thus:
Agent one - fill him with seven time bombs and an energy shield.
Agents two, three and four - fill to the brim with Gauss Guns.
4) The mission: Switch all your agents to full speed and rush them all to where the convoy is. IMPORTANT – DO NOT REVEAL YOUR WEAPONS.
5) Split Agent one (Time Bomb Man) from the group and have him drop bombs thus:
a) On the Zebra crossing in front of the black car.
b) On the Zebra crossing behind the police car.
c) On the roundabout.
d) In front of the Police Car opposite the cop by the pillar.
e) In front of the black car behind the cop car you just planted a bomb behind in d).
This leaves you with two bombs. Drop these at will before any of the other bombs go off.
6) Position the other agents:
a) By the tree on the right side of the steps.
b) By the left side.
c) Somewhere else. It doesn't matter where.
7) When the bombs explode, double click both mouse buttons.
Enjoy, David Goffin, Cleveland."


BANG, BANG, BANG, BANG, BANG, BANG, BANG, you're dead.

SHADOW FIGHTER



Floats like a butterfly, stings like a basketball player.

(Gremlin)

"You've already covered, pretty extensively I know, the Special Moves to this great beat-'em-up, but here's some hot news on the counter-attacks you should use for maximum effect when you are fighting the different players:

SLAMDUNK

He's very fast, so watch out and keep attacking with a variety of combos.

Jumping B-Ball – Step back and don't be fooled by the bounce.

Spinning Fire Kick – Simple uppercut fodder, unless you happen to be in mid-air.

Speed Attack – Jump over him, or kick him if your timing's up top scratch.

B-ball – Jump over, or face the consequences.

Head Spring Kick – Dead easy really – Thwack him one.

ELECTRA

She looks pretty weedy, but Electra turns out to be incredibly tough and annoying.

Electric Body – Keep your distance.

Power Launch – Jump!

Electric Boomerang – Jump! Again!

Spinning Jump – Step back and kick her in the face as she lands.

SORIA AND JURGEN

All of their moves are easily avoided by jumping around, so flying attacks should soon have these two on their way.

CODY

Most of his Special Moves are effective at close range, so use long range projectile moves to beat him.

Fast Punch – Stay away!

The rest – Jump out of the way!

FAKIR

Useful moves and speed make him a useful fighter, but if you're cautious, you'll pull through.

Mystery Fire, Genie Hurricane and Magic Carpet – Jump away.

Teleport – Step back a few paces, then kick him in the head.

SALVADOR

A bit like Fakir, really.

Spinning Powerball – Jump to avoid him or bend down and punch.

Turning Flip Back – Treat just like Electra's Spinning Kick.

Flash Panther – Jump as soon as he mysteriously mutates into the Puma logo.

KURY

Avoid his Special Moves by jumping, but bear in mind that jumping attacks won't do any good at all because of his uppercut. A series of fast attacks and projectiles should win the day.

TONI

Projectiles are about the only way to beat him, due to his range of highly powerful, close attacking moves.

Burning/Massive Uppercut – If you don't get too close he won't even bother using them.

Flame Kick – As with the ones above.

Spinning Kick – Jump.

LEE CHEN

A range of powerful but thankfully avoidable moves, make him a decent fighter.

Fiery Handspring – Uppercut the bugger.

Fist of the Falling Sun – It looks like he whacks you with a handbag – anyway, jump backwards.

Fury Spin – Jump over him.

Fury Kick – Keep your distance.

Falling Nunchucka – Jump out of the way.

TOP KNOT

Once again a mix of fast attacks and projectiles should make quick work of this fella.

Fast Fire Somersault – Step back.

Spinning Kick – Jump away.

Speed Elbow Smash – Jump away.

Hangman's Uppercut – Step back and kick him in the head.

Power Combination – Jump over him then use your moves from behind.

YARADO

Fast attacking is the best way, but be ready to block his attack.

Spirit Power – Jump backwards.

Electric Body – Avoid!

Electric Splash – Jump back.

Spinning Arms – Jump.

MANX

Really easy to beat, she tends to walk straight into a barrage of punches as if she wants to die.

Fallen Angel – Uppercut her.

The rest – Jump.

OKURA

Projectiles only, regrettably. Unless you really like getting chopped up.

Electric Sword, Spinning Blade and Thunder Power – Stay away.

Teleport – Jump away before he completes his teleportation, OR DIE!

Steel Sword – Jump.

TOSHIO

All of his moves can be avoided by jumping, but they're so fast that you'll need immense reactions to avoid them. Small but solid, he's the most tricky character in the entire game.

KHROME

Both of his Special Moves can be avoided by stepping back, but watch out for his long reach. He's not amazingly strong, so attack ruthlessly to beat him.

ULTIMATE SOCCER MANAGER

APPLY FOR LOAN
REPAY LOAN
OVERDRAFT LIMIT
VIEW ACCOUNTS
DEPOSIT ACCOUNT

Give me some money, clerk.

(Daze)

"Dear AMIGA POWER,

I have a cheat for *Ultimate Soccer Manager* on the Amiga. On the screen asking for your name, type in MAKE BELIEVE and you will be able to press the following:

G – to score any time during the match
M – to receive an extra £100 000
1 – to win the match 1-0
2 – to win 2-0
3 – to win 3-0
Escape – to exit the half at the current score.

Yours Sincerely, James Dunn, Northumberland"

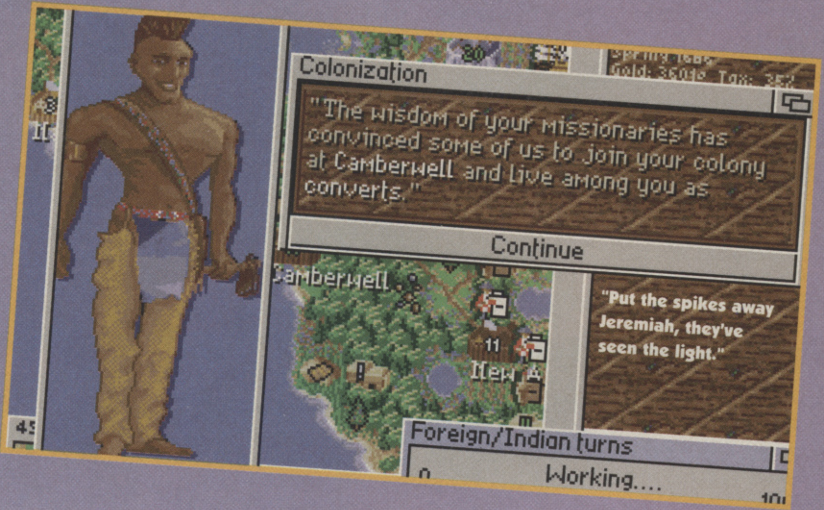
DON'T FORGET

AMIGA POWER may be 'differently width oriented' to what it used to be, but that doesn't mean that it should be any thinner on the tips – PLEASE SEND SOME IN. To:

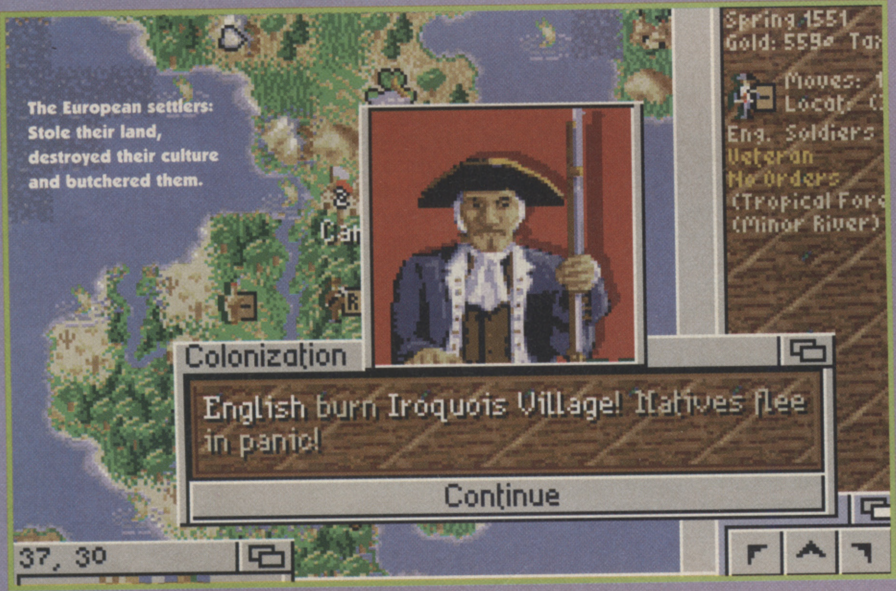
COMPLETE CONTROL,
AMIGA POWER,
30 Monmouth Street,
Bath
BA1 2BW
Cheers.

COLONIZ

> **"We hold these truths to be self-evident – that all men are created equal; that they are endowed by their Creator with certain unalienable rights; that among these are life, liberty, and the pursuit of happiness. 'Cepting injuns 'n' slaves of course."**
>
> ***– Thomas Jefferson***


Colonization
"The wisdom of your missionaries has convinced some of us to join your colony at Camberwell and live among you as converts."
Continue
Camberwell
New A
Foreign/Indian turns
Working....

"Put the spikes away Jeremiah, they've seen the light."


Spring 1551
Gold: 559
Moves:
Locat:
Eng. Soldiers
Veteran
No Orders
(Tropical Fore
(Minor River)
Colonization
English burn Iroquois Village! Natives flee in panic!
Continue
37, 30

The European settlers: Stole their land, destroyed their culture and butchered them.

It was a cold day in Hell. An Arch Demon and an Initiate of the Outer Circles huddled together in a huge, gothic doorway, sheltering from the biting wind that roared down the main thoroughfare.

"I NEVER THOUGHT I'D SEE THE DAY," shouted the Arch Demon peering out around the elaborate pilaster at the empty street. A snowflake settled on his nose and disturbingly remained there, unmelting. The Demon's eyes crossed as he struggled to focus on it.

"I JUST HOPE IT DOESN'T FREEZE OVER," whined the Initiate, hopping from foot to foot and doing his best not to stare at the Demon's nose. "I'M CERTAINLY GETTING VERY COLD," he added, in an obvious best-get-this-introduction-over-before-it-turns-into-a-novel sort of way.

"WE'D BETTER FIND SOMEWHERE WARMER TO SHELTER THEN," roared the Arch Demon, picking up nicely on his cue to get the action moving.

Just then a piece of paper rolled down the street, propelled by the wind. It danced. It jigged. It swung menacingly from side to side as if eyeing up an invisible opponent and then hurtled forward to wrap itself completely around the face of the Initiate who sat down rather quickly in surprise.

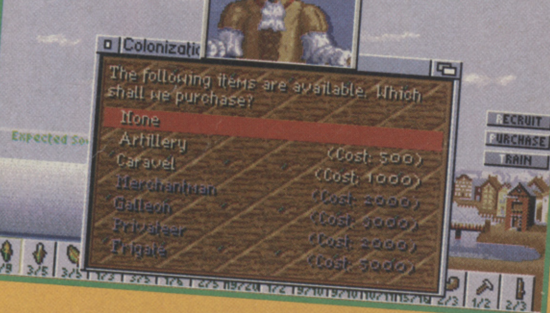
"WHAT'S THIS?" bellowed the Demon plucking the note from the poor Initiate's features with his great clawed hand. The Initiate stayed on the floor, shivering and gibbering. The Demon read out the notice: "GENOCIDAL EXPLOITATION – a master class by Thomas Jefferson with slides. 3.15pm. The Foundry Arena. Hot refreshments." He glanced at his watch. "LET'S GET GOING…"

★★★★★

The man in the ludicrous top hat glanced nervously at the assembled hordes. He hadn't expected such a big audience. Had there been any moisture left in his wizened body, he would have been sweating. Another great blast of heat swept the arena as the enormous black foundry doors were thrown open

PLEASED TO SEE YOU

If you buy it at your home port, artillery costs you $500 to start with and the price increases by $100 every time you buy some. However, if you manufacture your own artillery, it takes as long to build as it takes to build a merchantman (although that does take twice as many tools). Merchantmen cost $2000 each. The point of all this tedious economics is that it *is* well worthwhile buying lots of artillery before starting to make it yourself. It's much more, er, economical.


Colonizatio

The following items are available. Which shall we purchase?

None
Artillery (Cost: 500)
Caravel (Cost: 1000)
Merchantman (Cost: 2000)
Galleon (Cost: 5000)
Privateer (Cost: 2000)
Frigate (Cost: 5000)

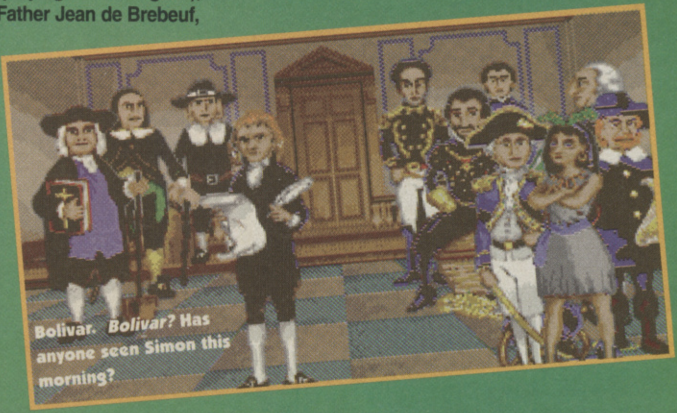
Expected So
RECRUIT
PURCHASE
TRAIN
1/9
3/5
3/5
2/3
1/2
2/3

ZATION

CHILD SUPPORT AGENCY

One of the most important things to be aware of is the influence of your founding fathers – they have a huge effect on the game. It's imperative that you choose your founding fathers in the right order. Some are very useful at the beginning of the game, some are better for the middle and there are a couple that it's almost impossible to win the game without. Whenever you get an option to elect a new founding father, carefully read the descriptions of each one's powers and try to imagine how they will influence the game if you elect them. Then make that all-important choice. The following selection are listed in my own order of usefulness. Feel free to disagree.

- **Useful at the beginning: Sieur de La Salle (can save you a fortune if you get him early), William Brewster, Pocahontas, Ferdinand Magellan (useful at any time), Henry Hudson (only useful if you're doing a lot of fur trading. You probably will be, but make sure), Herman Cortes (conquest game), Paul Revere, William Penn (more useful if you're playing as the English), George Washington, Father Jean de Brebeuf, Hernando de Soto.**
- **Useful in the middle: Thomas Jefferson, Thomas Paine, Jan de Witt, Peter Minuit, Adam Smith, Francisco de Coronado (more useful in a conquest game), Simon Bolivar, John Paul Jones, Bartolome de Las Casas, Benjamin Franklin, Jakob Fugger, Juan de Sepulveda (does the same job as Bartolome de Las Casas but nowhere near as well).**
- **Useful towards the end: Peter Stuyvesant, Francis Drake.**



Bolivar. *Bolivar?* Has anyone seen Simon this morning?

and more hapless souls were shovelled inside. Cries of "GET ON WITH IT" and "WHY ARE WE WAITING" began to echo around the vast arena. He cleared his throat and got on with it…

★★★★★

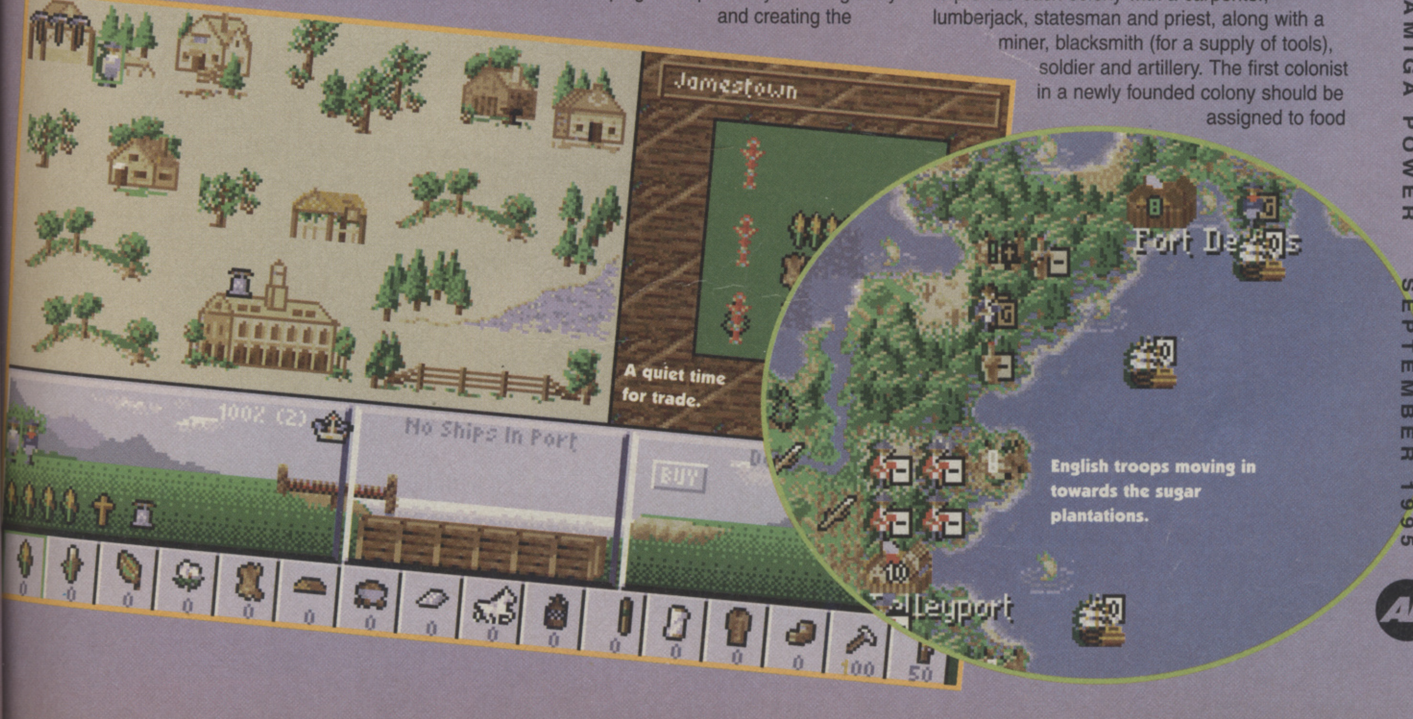
"Whenever one is faced with a land to enslave, there is a very important policy decision to be made immediately; there are almost certainly natives already occupying the land and you have to decide whether to try to win by CONQUEST or SETTLEMENT.

CONQUEST involves you carving your own boundaries by attacking and pillaging native settlements. There is no need to worry yourself about the positioning of native settlements or about buying land from the Indians; settlements can be just wiped out and built on, and the stolen loot provides you with a ready supply of cash. The downsides are that for every native settlement destroyed, you lose points. You need to strongly defend all your colonies. The cost of building and maintaining an effective army can be crippling and you won't be able to rely on gifts, training or trade.

SETTLEMENT involves a more peaceful approach by having you co-existing with the locals; the idea is to compromise. You must concentrate on building a strong, self-supporting network of colonies, developing them politically and religiously and creating the stable trade that's vital to success. You have to spend a lot of thought and worry keeping the natives happy, only to find (all too often) that their settlements occupy the exact spot that you wanted to build on.

Whichever of the two options you choose, I cannot stress enough the importance of making the natives think like you. Send in special indoctrination squads, disguised as, say, preachers, to every local settlement. This will help you keep control of the natives and supply a steady stream of cannon fodder for your armies (buffalo soldiers, if you will).

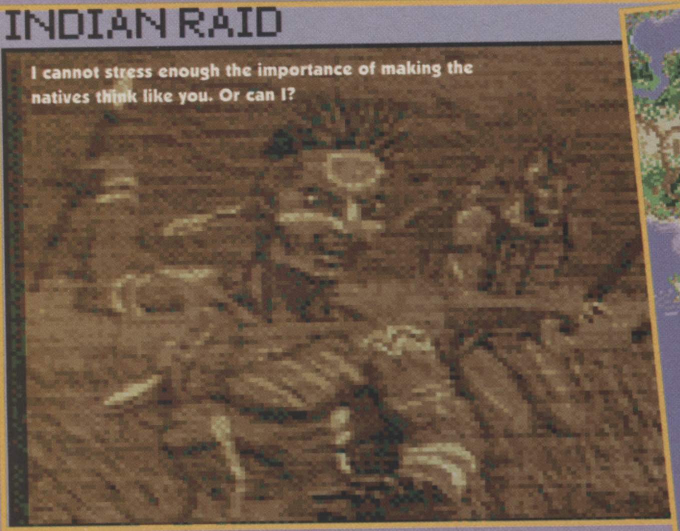
With either method of domination you will need certain basic skills in your own colonies. Try to provide each colony with a carpenter, lumberjack, statesman and priest, along with a miner, blacksmith (for a supply of tools), soldier and artillery. The first colonist in a newly founded colony should be assigned to food



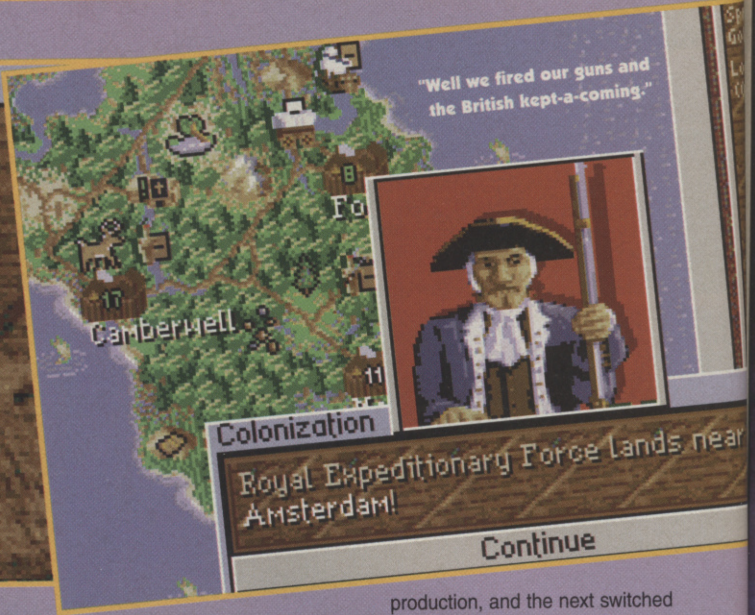
A quiet time for trade.

English troops moving in towards the sugar plantations.

INDIAN RAID



I cannot stress enough the importance of making the natives think like you. Or can I?



"Well we fired our guns and the British kept-a-coming."

Colonization

Royal Expeditionary Force lands near Amsterdam!

Continue

production, and the next switched between tree chopping and carpentry. Coastal colonies should build docks immediately. Inland ones should aim for warehouses first. All colonies should build stockades as soon as possible, although even better is getting Sieur de La Salle elected as a founding father early on.

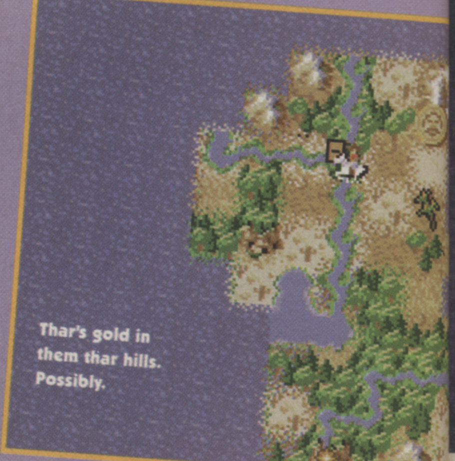
As your colonies grow, you should try to make as many of your colonists as possible specialists. Some can be trained at native settlements. Others, such as statesmen, are worth buying direct from the Royal College.

Given this basic groundwork, the day when you declare Independence will soon loom. Once you have committed yourself, the following things are worth doing. Keep at least one elder statesman per colony to keep the Sons of Liberty membership high. Maintain an interest in tool and horse production and have at least four artillery per colony, preferably well entrenched behind fortress walls. Get some veteran dragoons (if you're offered any mercenaries and can afford them – take them) and move them out of the colonies and into the forests and mountains; their knowledge of the terrain will serve them well when facing the King's men. When the expeditionary force arrives, there is just no way of knowing where they will land and strike, so be sure you defend all your colonies equally well."

Jefferson stopped and looked up from his notes, expecting a warm round of applause. To his evident surprise the arena was empty, except for a slightly crumpled figure in grey overalls holding a spanner in his hand.

"It's all right mate," said the plumber. "You're boiler's fixed now. You shouldn't be having any more trouble."

● ***STEVE FARAGHER***



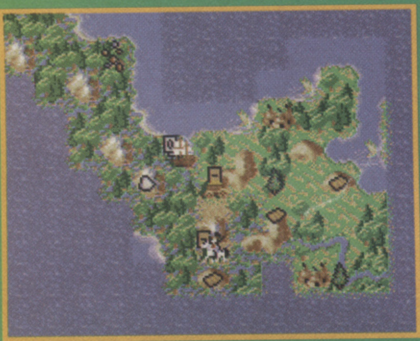
Thar's gold in them thar hills. Possibly.

HIGH PLAINS DRIFTER

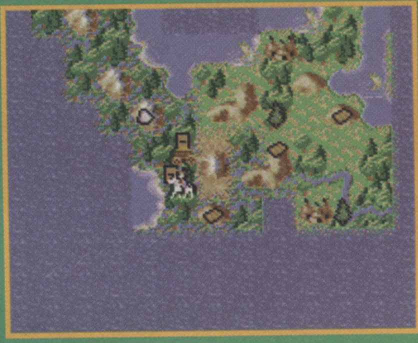
Clint Eastwood claimed that: "A man alone is easy prey". He was, as ever, profoundly right. In Colonization however, a man alone'll also make you easy money and pots of it. Providing he's got a horse. As soon as you can, equip one of your potential colonists with horses at your European port and create a scout unit. It's well worth doing this with indentured servants or criminals and it is worth paying to recruit them for this purpose.

Once you've got your scout unit over in the New World, send them out and keep them out until they've explored the whole map. You'll be surprised at how many years this takes. Send your scout into every Indian village and find out what skills they have to offer as well as what sort of trade they'd appreciate. Most importantly, investigate every gold coin on the map. Your scouts will soon pay for themselves.

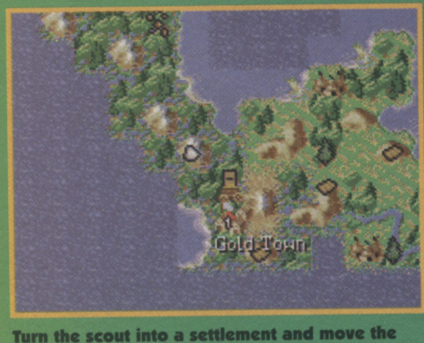
Every so often you'll come across burial grounds. The game gives you an option to dig up burial grounds or ignore them. If you dig them up you run the risk of upsetting the natives; the further away from home you are the less of a problem this will be to you. Every so often you'll stumble across an absolute fortune this way and be given a treasure train unit to carry the gold away. This needs to be taken back to one of your cities before the King can send a galleon for it (he'll take a large cut for this, but it's well worth it). You can circumvent what could otherwise be an extremely arduous and dangerous trek to one of your established settlements by getting to the sea and using your scout to build a new settlement. Move the treasure train on to it, accept the King's offer, then go to the city screen and turn your settlers back into scouts disbanding the city as you go. That has made you wealthy.



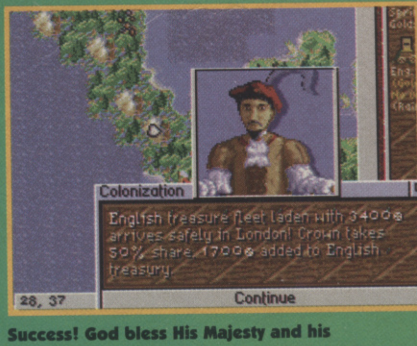
A treasure train and a scout – alone, miles away from the nearest friend.



Move them to the edge of the ocean.



Turn the scout into a settlement and move the gold train on to it.



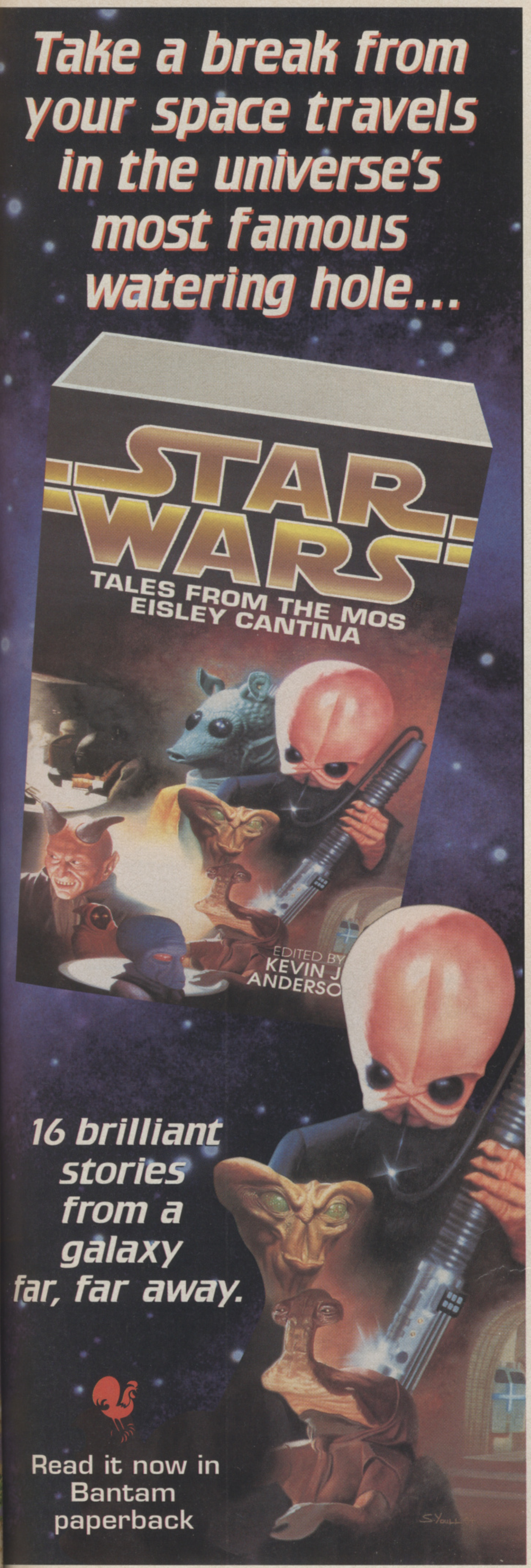
Colonization

English treasure fleet laden with 3400◎ arrives safely in London! Crown takes 50% share. 1700◎ added to English treasury.

28, 37

Continue

Success! God bless His Majesty and his unexpected generosity.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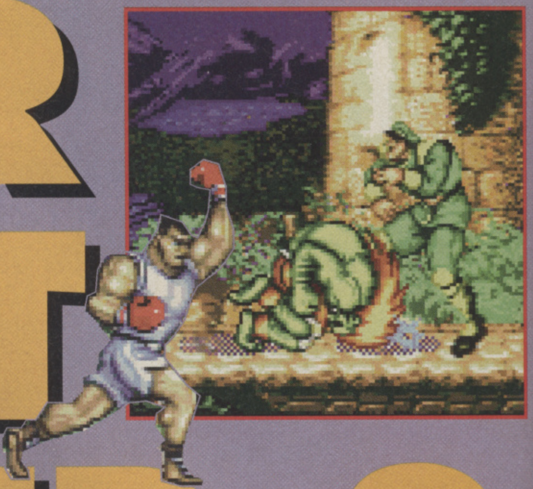
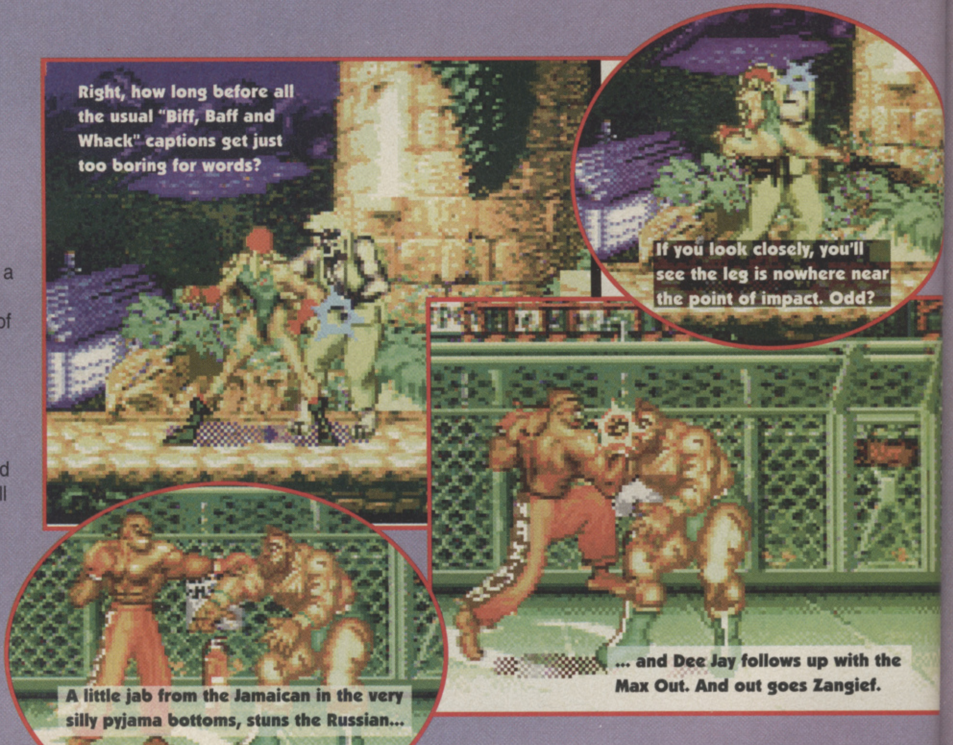
SUPER STREET FIGHTER 2



It's all in the fingers you know.

Pretty cool stuff, huh? I mean it's got all the characters, all the moves, and more importantly, all the gameplay as well. Including a rather unnerving desire to play against lots of opponents and beat them into a pulp. And that's what this guide is all about. But instead of patronising you by just compiling a list of all the moves and showing you a few pictures of them in action, you're going to need to know the secret of the game, combinations (or combos in *SSF2* language).

It's a good job that's what this guide is all about then, isn't it? All the special moves are listed in the manual any way, so rather than repeating all of that, this guide's all about doing killer combos and using moves to their fullest potential.



Right, how long before all the usual "Biff, Baff and Whack" captions get just too boring for words?

If you look closely, you'll see the leg is nowhere near the point of impact. Odd?

A little jab from the Jamaican in the very silly pyjama bottoms, stuns the Russian...

... and Dee Jay follows up with the Max Out. And out goes Zangief.

THE NEW CHARACTERS

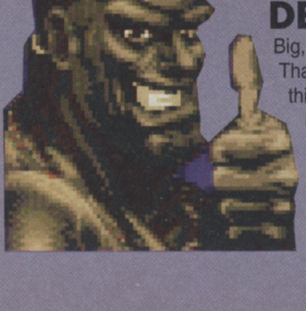
Four new characters to get to grips with and loads of new combos to try out. Let's take a look at Cammy to start with (after all, ladies first, right?).

CAMMY

Small doesn't mean she isn't effective. And with a vast collection of kicks, she can be a right old meany if the mood takes her. The Spinning Knuckle punch is also great to use, and if timed correctly can be used to dodge fireballs and the like, but the timing is very hard and it can't be used in a combo. But anyway, back to those kicks.

Try a flying short kick (in deep) and as you land strike with a Hard Punch while performing the Cannon Spike move. Tap the Short Kick button again to finish off the Cannon Spike and that should knock your opponent to the ground. And à la Ken/Ryu you can also try a Hard Punch/Hard Punch/Cannon Spike. It's tough but well worth the results.

DEE JAY



Big, hard and fast. That's what makes this such a good solid character. The Roundhouse Slide is a nice move that unlike other sliding kicks can take out mid-air opponents, there's also a good range on the Standing Roundhouse that you can use to good effect. He's also got some nice punching. Try this on for size... Jump in with Hard Punch while holding down on the pad (to charge). Still charging as you land throw a jab and then let go with the Hyper Fist. Useful and quite pretty to look at if you like that sort of thing.

TERRY HAWK

Okay so Terry's not the fastest guy around, but with that bulk he can cause some real damage. And special moves like the Hawk Dive (hurts like hell and you automatically jump

I really don't like this guy, he's way too hard to beat, but too slow when you play as him in the game.

He offers the hand of friendship, but Guile just can't take it anymore.

Spying his lovely feathers, Ken jumps very high indeed to get at them.

That's a pretty powerful Shoulder Barge move he's packing. Just ask Guile.

backwards to avoid any retaliation) and the Thunderstrike are very powerful. All sorts of short kicks and jabs will work in combos, so mix it up and try 'em out. For example a roundhouse, jab and a Thunderstrike. Ouch!

FEI LONG

This Bruce Lee-type character is, just like the man who inspired him, fast, agile and if used correctly deadly. He also has a nice roundhouse kick which will actually jump him off the ground meaning that if it's timed right you can avoid those annoying sweeping kicks that people playing Ken or Ryu always seem to do. The Rekka Ken is a pretty awesome special move, and the Rekka Ken Jab is nicely fast and rewarding.

Right, a flying Hard Punch and then as you land a Medium Punch and immediately go in with the Rekka Ken. If your timing is perfect you can follow up with two more Rekka Kens for an annihilating five hits.

THE OLDIES

KEN/RYU

The two most popular characters by far, and also incredibly versatile. And with *Super Street Fighter 2*, their fighting capabilities are beefed up even more. But you can't just get by with Dragon Punches, oh no (although Ken's flaming Dragon Punch does look very nice indeed). There's all sorts of low sweeping kicks, punches and Dragon Punch combos you can pull, and a rather effective one is the Short Kick Dragon Punch.

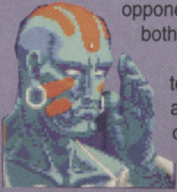
A simple short kick will let you get the better of the opponent and then you can quickly follow up with a Hard Dragon Punch, hitting three times and hurting like hell (and if you're Ken, setting them on Fire as well). Or you can try a short kick combo. Jump in with a Hard Kick to the back of the head and then pull down and hammer away at the short kick button. This can provide a really high number of hits and has a good chance of dizzying the opponent. It works better against characters who don't recoil too much.

CHUN LI

Popular she may be, any good in a fist fight she ain't. Still, with a new fireball move at least she can now pull off an impressive combo.

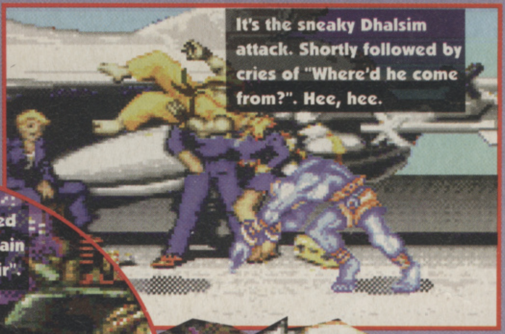
Jump into the opponent with a Hard Punch, charge up by pressing back, use a Hard Punch again as you land and then fireball.

DHALSIM

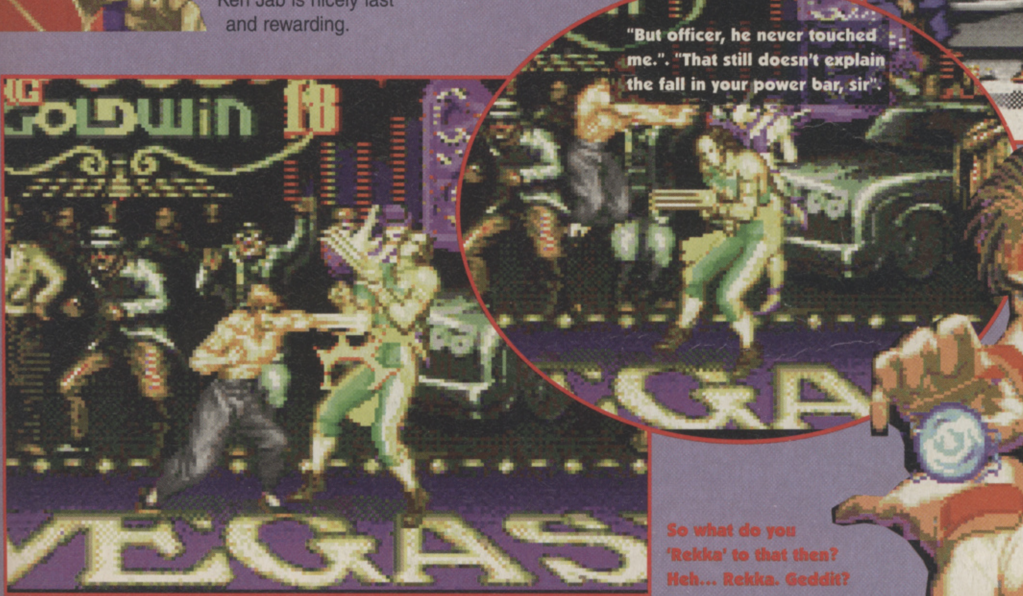


Using his new found, easier technique for teleporting you can confuse an opponent by attacking them from both sides.

Use a fireball attack then teleport immedaiately. You'll appear while the fireball is still on its way, and can take the opportunity to throw or head-butt the other fighter.



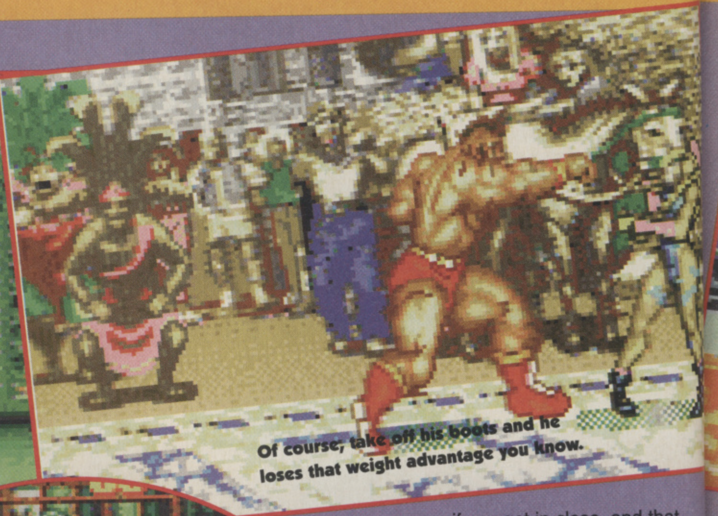
It's the sneaky Dhalsim attack. Shortly followed by cries of "Where'd he come from?". Hee, hee.



"But officer, he never touched me.". "That still doesn't explain the fall in your power bar, sir".

So what do you 'Rekka' to that then? Heh... Rekka. Geddit?

Another blatant miss scores, bizarrely, a hit. Poor old Dee Jay.



Of course, take off his boots and he loses that weight advantage you know.

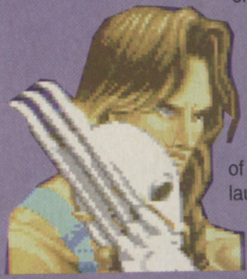
And that, from the look on Dee Jay's face, is Goodnight Sweetheart.

BALROG

Immensely powerful and very quick this is a good choice to play with. In particular, his low-slung Punch is a good attack. His Shoulder Barge also offers invulnerability to projectile attacks. Which is always nice to know, right?

For a nice low-slung approach, jump in with a Hard Punch while charging back, then do a crouching Jab and initiate the Dashing Punch. That smarts.

VEGA



It's a race between this guy and Fei Long to see who's the quickest, but with that spiked claw on the end of his hand I'm not going to say it's *not* Vega, if you catch my drift. He's also an amazing jumper and likes nothing better than flying off the end of the screen and launching a Claw Dive on an unsuspecting opponent. And with his back flips he's invulnerable to Dragon Punches and the like.

GUILE

Ah, it's disgraced ex-AMIGA POWER editor Mr Van Davies. A tough cookie and quite quick, if you can learn to execute his flash kick (in combos and not) you're well on your way to mastering this character. He's also got some really nice combos.

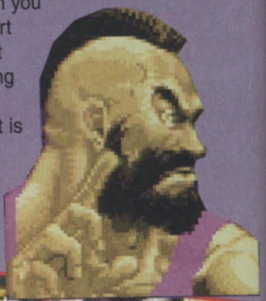
Jump deep into the opponent and use a Hard Punch (while charging down), crouch and use a Soft Punch and then push up and Hard Kick for a Flash Kick and then try a Hard Kick to finish. Oof!

ERIC HONDA

Ahem. Well, he's big and not very good at jumping for obvious reasons, but with all that weight behind him he can cause some real damage if you get in close, and that flying headbutt (just how *does* he do that?) is a killer.

Jump in deep with a Medium Kick and charge backwards, hit with a Medium Kick, then go for a close up Hard Headbutt

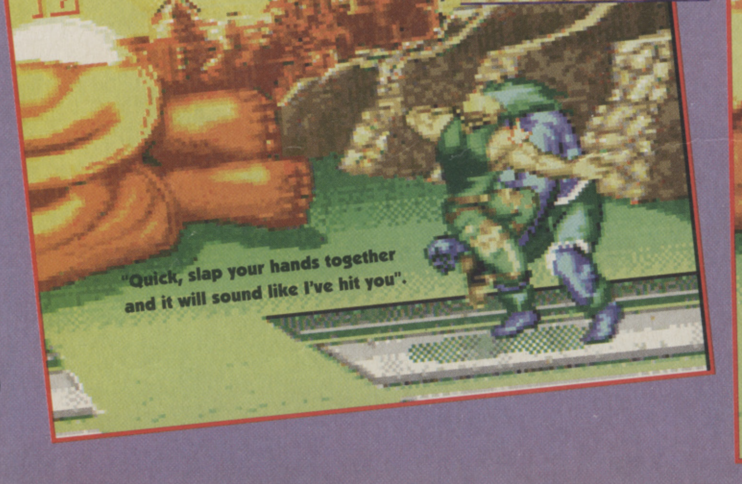
ZANGIEF



Big, beefy and Russian. A deadly combination, and if you can get close in to use some of those wrestling moves then you can really hurt someone. Don't try with the Spinning Piledriver because unless your opponent is dizzy you probably won't be able to pull it off effectively.

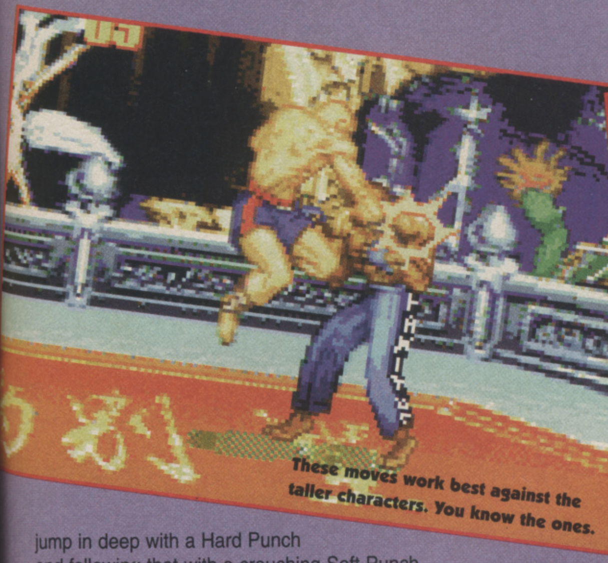
Instead try and

How can something that round, fly that straight? It's just not right.

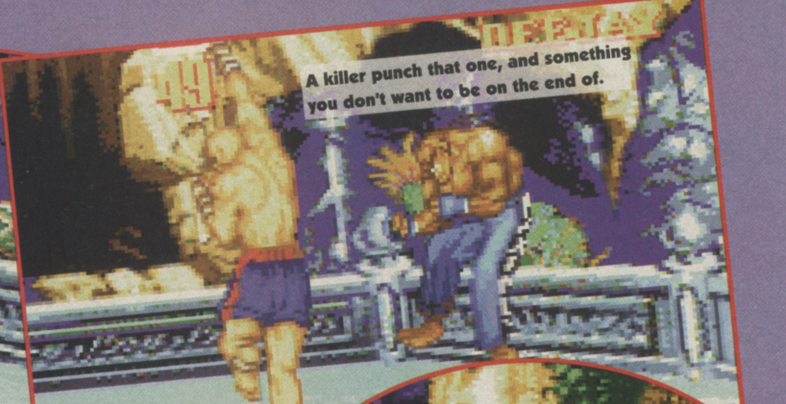


"Quick, slap your hands together and it will sound like I've hit you".

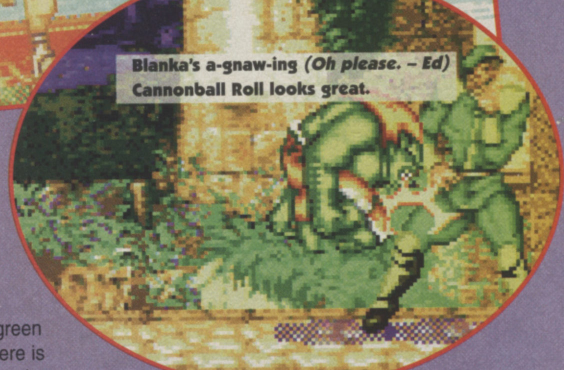
"And in my other hand...". "No, please, no more Paul Daniels impersonations".



These moves work best against the taller characters. You know the ones.



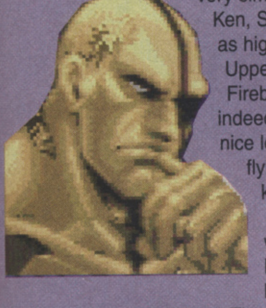
A killer punch that one, and something you don't want to be on the end of.



Blanka's a-gnaw-ing *(Oh please. – Ed)* Cannonball Roll looks great.

jump in deep with a Hard Punch and following that with a crouching Soft Punch quickly followed with a spectacular Spinning Clothesline.

SAGAT

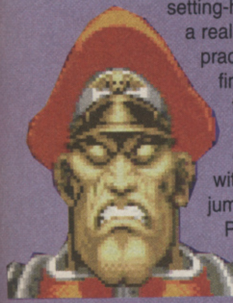


Very similar in stye to Ryu & Ken, Sagat doesn't jump as high but his Tiger Uppercut and Tiger Fireballs are very deadly indeed. He's also got a nice long reach with his flying and sweeping kicks.

Get in close with deep Hard Punch and then a Hard Kick, immediately followed by a Tiger Uppercut for a powerful combo.

M BISON

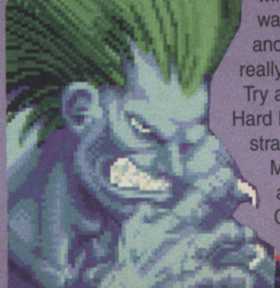
The Big Boss has it all. Height, speed, power and some really special moves. And that setting-himself-on-fire move, is a real bonus. Not very practical for combos. Nice finishing move, though.



Anyway, get in close with a jumping Hard Punch while charging back, use a Medium Punch and then let go with Hard Scissor Kick. And watch that power bar come crashing straight down.

BLANKA

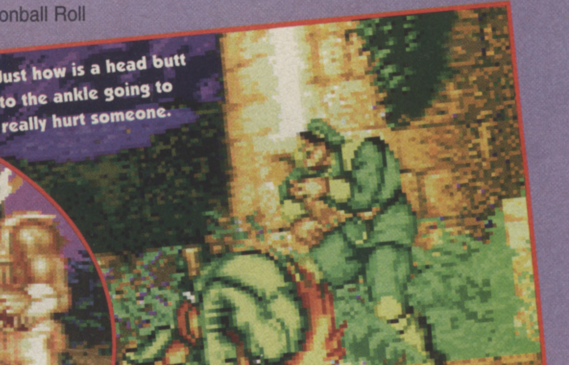
There's not that much we can say about Blanka really, apart from the fact that he's green of course. The only new attack we've got here is the Cannonball Roll in which he now kicks as he comes out. This will get out of the way of leg sweeps and the like, and is really useful.



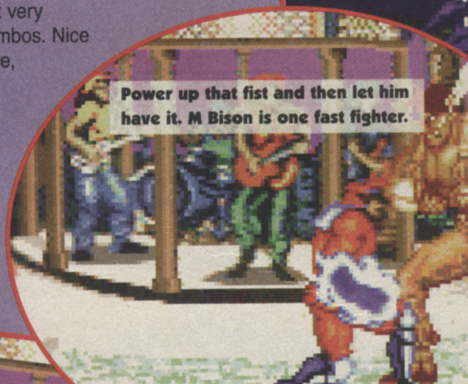
Try a jumping deep Hard Kick followed straight away by a Medium Headbutt and then a Hard Cannonball Roll to end. Nice.

And that's it. Remember that I've only suggested certain combos for you to try. Once you've mastered then, you can maybe come up with your own and share them with the rest of the world through our Complete Control section. Right, that's enough of that, go and beat the hell out of some computer generated character.

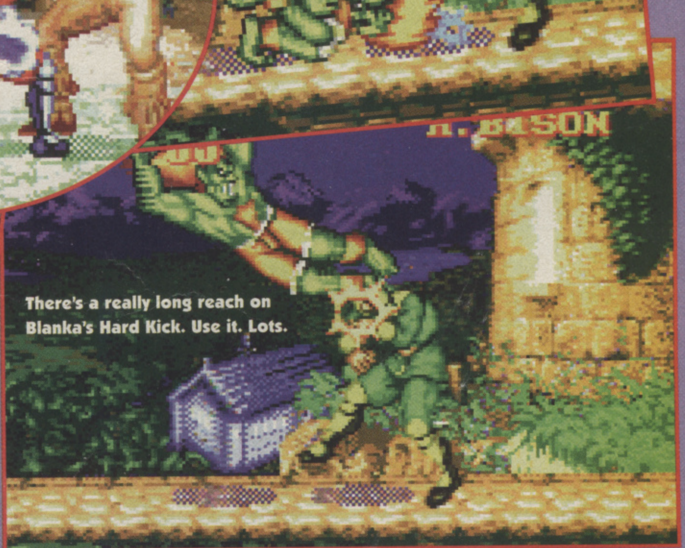
● ***PAUL MELLERICK***



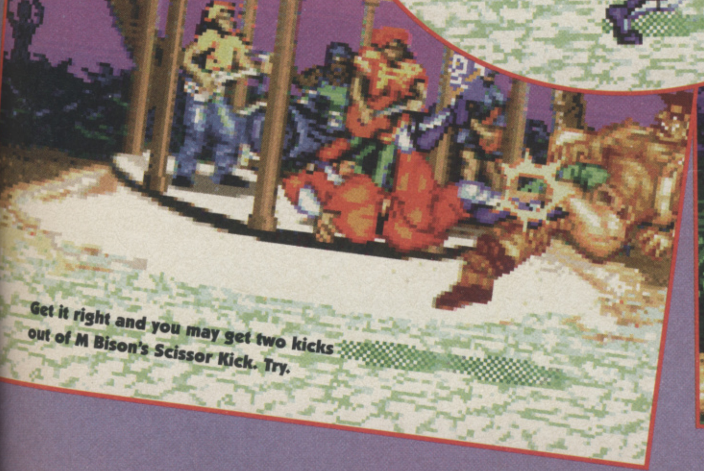
Just how is a head butt to the ankle going to really hurt someone.



Power up that fist and then let him have it. M Bison is one fast fighter.



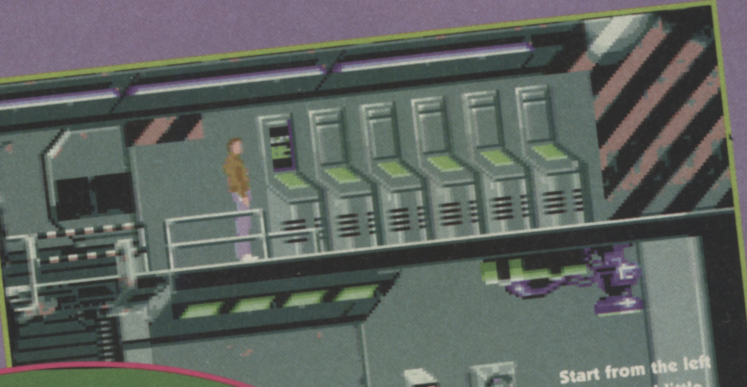
There's a really long reach on Blanka's Hard Kick. Use it. Lots.



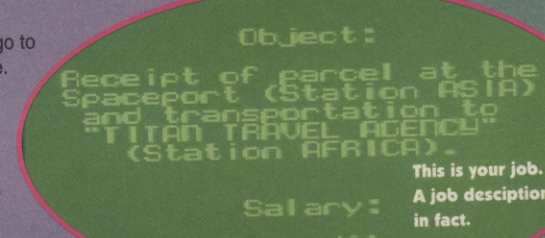
Get it right and you may get two kicks out of M Bison's Scissor Kick. Try.

FLASH

It's a month later than last time. You're in New Washington and you've got yourself a work permit. Why not find yourself a job centre and use it, eh?



Start from the left like a good little Conrad. Then go.



Object:
Receipt of parcel at the Spaceport (Station ASIA) and transportation to "TITAN TRAVEL AGENCY" (Station AFRICA).
Salary: 100 credits.

This is your job. A job desciption in fact.

JOB 1: COURIER

This is dead easy. Go back to the subway, go to Asia, then up to the top and walk right twice. Talk to the woman at the desk and get the parcel, then return via the subway to Africa. Get to the top using the lifts and go right to the travel centre. Give the woman the parcel. Job done. Walk yourself back to the job centre.

I WANNA GO HOME. PLEASE?

JOB 2: ESCORT

Take the subway to Africa and use the lift to go up one level to Restricted Area 2. Walk right and talk to the VIP. Bizarrely, he's unable to open doors and move lifts, so you'll have to do everything for him.

Bring the lift up for him, wait for him to enter it, then take it down. Climb up to the open door at the top, go right, jump over the mine and lower yourself down. Head left and escort the VIP right to the lift, then take it down. Climb up to the middle platform, climb over the first wall, drop and shoot the nasty mutant. Pick up the key that he leaves behind and climb over and off to the left. Open the lock and go left for two screens, shooting any baddies that you come across. Shoot the two little flying droids on this screen and pick up the key on the top platform. Go back right for two screens, open the lock and escort the VIP to the lift. Take the lift down and walk to the left of the screen. Job done.

JOB 3: THE REPLICATOR

RESTRICTED AREA 02

You can't go in there, it's restricted.

I don't want to know what he's doing here.

In an obvious Blade Runner rip-off, your mission (should you choose to accept it) is to blow away a rogue replicant. Go right two screens and show the photograph to the man. Helpful person that he is, he'll tell you he saw the replicant in the bar. Rush to the bar and talk to the man on the left. Follow his advice and go to Restricted Area One. Talk to the policeman and he'll tell you to go back to the bar.

Go left from the bar and you'll see a man to the left of the screen. Draw your gun, shuffle towards him, and a mutant will appear on your right. Kill the mutant and talk to the man (this works in real life too). He points you back to Restricted Area One. Shoot the policeman there and take the key. Return to the room left of the bar and open the hole in the floor. Head right and kill everything. Job done.

JOB 4: SAVE THE POWER PLANT

Make sure you save the game before taking on this job, as it takes a bit of practice. Run as fast as you can and kill everything. Near the end of the level, you come across a pit with a platform above it. Climb on to the platform to summon a lift. Use the lift to go down, head right and use the board on the central panel.

JOB 5: MUTANT INVASION

Head over to Europa, to Restricted Area Three, go right, kill mutants, lower yourself down, kill mutants, get the key at the bottom, go down and kill the mutants. Until they are dead.

Head left, open the door with the key, walk off to the left again and then take a running jump to the left. Kill the mutants and activate the pressure pad. Drop down and go off at the top right of the screen. Shoot the policeman, get the key and don't forget the credits at the bottom of the screen. Return left and kill the mutant at the bottom of the screen, then go right at the bottom, and down. Kill the policeman and use the key in the lock. Shoot

BACK

the flying droid. Job done.

You now have enough credits to buy those all important papers, so get yourself back to the bar and the barman will tell you that Jack is waiting for you. Go and get the papers, then go to the Death Tower at Europa. Give your papers to the woman. Level done.

SECTION 3: DEATH TOWER PASSWORD: EGGS

You've finally reached the Death Tower, and it's time to rip off another film – The Running Man. Kill everything – that's the idea.

LEVEL 8

To start with, run left for four screens and activate the switch at the bottom of the fourth one. Run back to your starting point and from there go three screens to the right and through the door on the middle platform. Take the lift up.

LEVEL 7

Go up to the top of the screen and off to the left. Activate the switch and you'll open a section of floor. Fall through the hole, go left through two screens, climb to the top left platform, and left again. Drop to the middle platform, shoot the little droid, drop to the bottom and shoot the other one. Run to the left and take the lift up.

LEVEL 6

Climb up to the right, activate the switch and run back to the right. To get past the gun, roll over the pressure pad so that you're crouching under the platform, then jump up the instant that the gun fires. Go to the top of the screen and quickly run left through three screens. Jump over the pits, go left again and then take the lift up.

LEVEL 5

Roll to the left and jump up to the middle platform. Roll through the pressure pads, jump to the top platform, go left and jump left. Climb to the left-hand platform, take one step forward and activate your force field. This will make the mine drop so you can take a running jump to the top left. Go left, jump the pits, go left through two screens and take the lift up.

LEVEL 4

Go right and climb onto the central column. The pressure pads will release the contestant above you, so kill him and activate the switch. Climb to the top left platform and take a running jump to the top right platform, then walk off to the right. Go to the middle platform, head right, activate the pressure pads, go back left and drop down. Head right, jump the mines and take the lift up.

LEVEL 3

Kill everything and take the lift up. And yes, it's more difficult than it sounds.

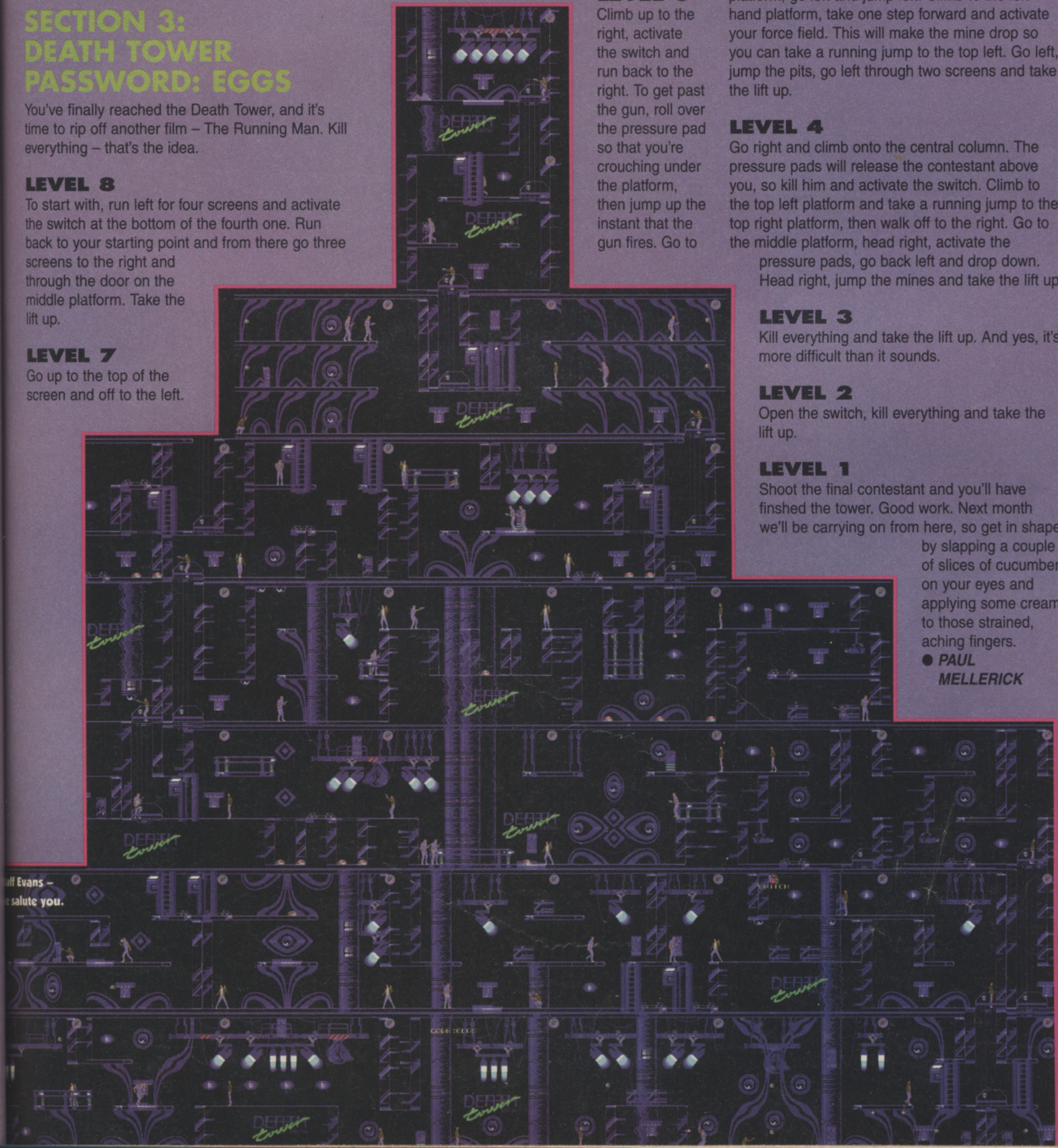
LEVEL 2

Open the switch, kill everything and take the lift up.

LEVEL 1

Shoot the final contestant and you'll have finshed the tower. Good work. Next month we'll be carrying on from here, so get in shape by slapping a couple of slices of cucumber on your eyes and applying some cream to those strained, aching fingers.

● *PAUL MELLERICK*



STRANDED?

Then you need...

THE LAST RESORT

with Rich Pelley

Can't find the will to order air-strikes? Dictator Generals still giving you the run-around? We can't help you here. This is for Amigas only.

This month in The Last Resort: Eyebrows. If you don't cut your hair, it'll grow ad infinitum, obviously. So how come if you shave a bit of your eyebrow off, or you pull off some arm or leg hair while removing a plaster, it grows back but then stops when it gets to the length it was before? Does it know? Does your brain have to remind it? Does it just fall out and start growing again? Or what? *(Meanwhile... – Ed)*

LOOSE ENDS

"I OWE YOU NOTHING," ONCE SANG BROS BUT NOTHING COULD BE FURTHER FROM THE TRUTH – WE OWE THESE READERS EVERYTHING. THANK YOU.

Q "Can anybody shed some much needed luminescence on that old AP favourite, DREAMWEB? (Insert laugh here.) I can't get past the laser defences on the beach front. I've found a junction box next to it but I just can't open the blighter. WHY NOT?"
Kevin Evans and George the Puppy, Derby

Q "In FATMAN I can't get the last cup in World two, Level two. HOW?"
Rose Marie Andresdottir, Abroad

Q "On THEME PARK I have got all the rides up to flight sim. So what column do I research into to get new rides? HUH?"
Peter Have

Q "Does anybody have any tips to help me get off the first level of DARKMERE? I cannot find the three stolen potions in order to get the herb from the Alchemist. WHERE ARE THEY?"
Paul Crossley, Sheffield

Q "ESCAPE FROM COLDITZ. I can't find the German uniform which you need to get the pick axe. Also, in the church I found a saw amongst other things, but what do you need it for? HELP ME."
Anthony Brown, Tyne and Weir

Q "It's ancient, but I've been playing it all the same. WAXWORKS. How do I finish the Jack the Ripper part? I've got as far as the disguise. I once saw a solution which told me to contact someone called Willy the Dip and give him a watch, but the only furtive person I can find is the guy in the bar in the middle of town. And he tells me to go away. SOB."
Aerial Walter

Q "POLICE QUEST: I get the description of Sonney Bond's wife's killer, and my captain says 'get that description on the air' How do I do this?"
Simon Cloey, Rochdale

Q "POLICE QUEST again: How do I get Sweet Cheeks Marie out of jail? And where do you get the bleach to dye your hair? EH?"
Andrew Morrice, Northumberland

Q "POLICE QUEST still: When I am in the hotel on the undercover mission, I show the bar tender the money and he tells me to 'ditch the broad'. WHAT DO I DO?"
Kilt Withers, Norway

ELITE

Q "I've just started playing this great game again, and was wondering whether you knew anything about the Commander Moneybag cheat? If not, do you know of anything else of a cheating nature?"
Crawdaddy Kilty, Leighton Buzzard

A Enter 'SARA' (or 'SUZANNE' on the budget version) as a password, followed by the correct one. Pressing the numerical * in game will now take you to a hex editor, which will ask you for a two digit address and then a two digit value. Try the following:

Address	Value	Effect
12	00–FF	Create new galaxy
13	00–FF	Create new galaxy
18	FF	Loads of dosh
1F	46	Full fuel load
23	01	Large cargo bay
24	01	ECM system
26	01	Pulse laser
2C	01	Energy pod
2F	01	Energy bomb
32	01	Docking computer
34	03	Galactic hyperdrive
36	01	Mining laser
38	01	Military laser
3C	01	ECM jam (key L)
3F	01	Cloaking (key Y)
40	01	Food
47	01	Textiles
49	01	Radioactives
4C	01	Slaves
50	01	Wine
54	01	Narcotics
5C	01	Computers
63	01	Machinery
67	01	Alloys
69	01	Firearms
6C	01	Furs
72	01	Minerals
75	01	Gold
79	01	Platinum
83	01	Gemstones

CASES CLOSED

"IT'S A GROOVY KIND OF LOVE," ONCE SANG PHIL COLLINS. AND IT'D BE EQUALLY GROOVY IF YOU COULD HELP OUT ANY OF THESE FOLK.

BATTLETECH

Q George Fraser of Scotland wanted to know how he could enter the cache. "Presumably I need to reach the doctor first," he insinuated, "but where in the name of sanity is he?"

A "To enter the cache you must indeed visit the doctor. He is in the inventor's hut. To get to him, train your specialists with field experience. Once you have a proficient Medic and Tech, they will be able to answer his irritating questions, and bingo."
mef4@aberystwyth.ac.uk

STAR TREK

Q Fans of the late, great AP50 will no doubt recall that approximately 2.038461538% (to nine decimal places) of that very month's Last Resort consisted of a Star Trek problem from Martyn Summers of Bideford. In fact, it was more of a problemette: what was the security code to get through the door in the mission called 'That Old Devil Moon'?

A "There are in fact two doors that will be needing codes. For the first door, use 10200; for the second, use 122."
Dib-dab Austin, Suffolk

KGB

Q Captain Rukov of Moscow, on a hand of quite staggeringly different proportions, was unable to progress much further than Verto's apartment.

A Use the camera on the blank piece of paper and replace it just where you found it; in the drawer. Use the camera again on the piece of paper on Verto's body, and stick this back also before you leave. Then at department P, tell Galushkin that you are going to be at Ladoga Park at 3pm on August 6th."
Noel Barrett, Dublin

MANIAC MANSION

Q "Hi there Adam! I saw your harrowing Pepsi, glass jar and manuscript-related pleas in AP46, and thought that I could help," claims the piece of paper that I now hold in my hand.

A "So here goes. Give the Pepsi to the tentacle and he will let you pass. Fill the glass jar with radioactive water from the pool. And give the manuscript to Wendy – she'll be able to use it if she has a typewriter."
Tom Odigard of Norway

GETTING A GIRLFRIEND

Q Phil Donnelly of Lincs was madly in love with one of the girls who he worked with, but was stumped as what to do next.

A "Dear Phil. I understand how you feel, I really do, and can only urge you to go for it. It is highly unlikely that she'll laugh in your face – she'll be very flattered. Even if she does 'reject' you (oh I do so hate that term, it's so unfair) at least you'll know where you stand. Build yourself up before hand with some *("bed bugs" – Ed)* or a bottle of *("Tizer" – Ed)*, and go for it. *(And even if you do look like Ichobad Crain from Walt Disney's The Legend of the Sleepy Willow remember – even he got a girlfriend in the end. – Rich) (Or did he? I've never actually seen it. – Rich)"*
Uncle Alex Smyth, Sheffield

FRONTIER

Q +F. What does that mean in the gun mounting part of the ship identification section? Richard Newman of Windsor had absolutely no idea.

A "It means that ship can take fuel scoops."
Michael Campbell, West London.

84	01	Alien items
88	01	Refugees
8C	01	Thargoid document
97	01	Clean legal status
97	00–08	Ranking

No doubt there are more to be found. Entering 'ESC' or pressing ESCAPE takes you back to the game, whereas pressing + will change your amount of weaponry and cargo.

And no, sorry – memory seems not to be serving in this case, because although I've got a tingle that I may have heard of the Commander Moneybag cheat, I can't for the life of me remember what it is. I will of course be having a stern word with myself after this month's Resort, but in the mean time – anyone?

INDIANA JONES AND THE FATE OF ATLANTIS

Q "I am in the tunnels of Crete and have got the lovely Sophia stuck down in the room with the waterfall and the chain and the bloke who ran off with the World Stone. I've got the gold box, but can't get Sophia out of the room. And the Map Room does not seem to have revealed itself, as you told that bloke it would back in AP28."
Wil Ryket, Manchester

A It's relatively straightforward from here, so keep your hair on. Once you've retrieved the gold box and returned to Sophia, take the door to the back of the screen. You should notice a hole which, although too big to accommodate your waist line, you should be able to persuade old fiery hair to crawl through. Talk to her through the door, and get her to put her necklace in the gold box. Wander around using the fish in each room until you locate a hidden door behind a wall, use the ship rib to break through, and lo and behold – the Map Room.

CRUISE FOR A CORPSE

Q "I was recently reading one of your mags from May 1994 and there was a tip which said that there were four books in the study with letters on them. The answer you gave was to rearrange the books so that they read 'INCAL'. However, this proves a little tricky as there are five letter in the word 'INCAL', and there are only four books. You prune."
Cee Storey, Northampton

A I feel I must apologise for what I can only excuse as a totally uncharacteristic bout of incompetence. Not like me at all. No. What of course I forgot to mention was that you have to collect the fifth book first. It's called the Karaboudjan's book, and it's in the Captain's cabin.

Q "Hello there! I'm stuck pretty early on. It is 10.20; the last piece of information I found out was about the Bell Tower Restoration; the only people I can talk to are Tom, Julio, Suzanne and the father; and I have the key for the roll-up desk, the thank you note for the gift; and the receipt for the bracelet."
Enzio 'Rock' Bordoni, Cookley

A You could try opening the roll-up desk (it's in the study), and you'll get the bracelet. You should also be able to talk to Dick (he's in the Rear Hall); sneakily nab the wedding invitations from the drawer in the dining room and appropriate the necklace from the bathrobe in the laundry room; and be able to view Tom and Rebecca courting on the upper deck.

BENEATH A STEEL SKY

Q "How do you get the rope and the hook?"
David Colville, Fife

A Examine the statue in the building next to Travelco, enquire about a Special Policy with the man behind the desk and tell him Burke sent you, then as he leaves, get Joey to weld the anchor off the statue. We then tell you (in our complete solution in issue 38, from where I am 'borrowing' this information) to return to the top level, head for the steam room, go through the door to the right, make a grappling hook, walk up the stairs, through the door and throw the hook at the shield on the opposite building. So presumably you pick up the rope somewhere along this line. If you cannot, I'll happily pass on an accelerating fist to whoever wrote the solution in the first place. (And I've got a sneaking suspicion just who that might have been.)

So yet again its time to roll up our sleeves and test the temperature of the water (metaphorically speaking) as we pull the plug on yet another Last Resort. Not forgetting to squeak a "Write to:

The Last Resort,
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and doodle a smiley face in the steam on the mirror as the water gurgles down the plug hole.

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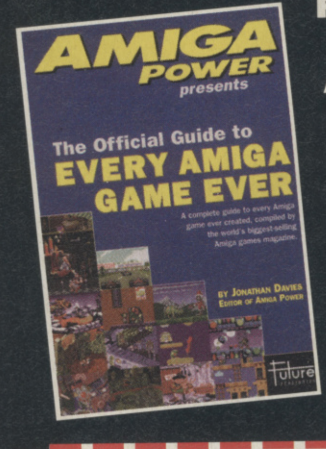
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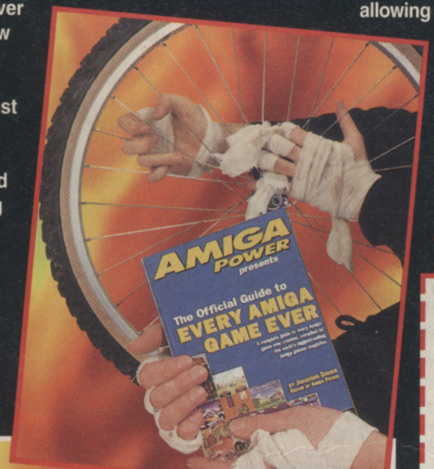

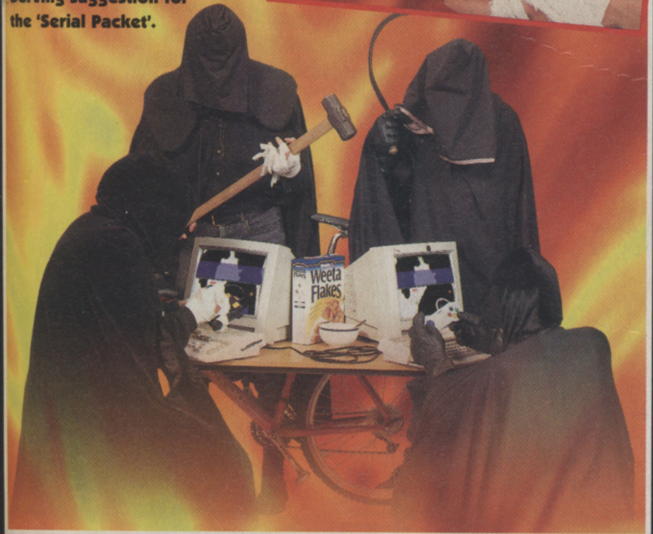

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"LACK OF TIN-OPENING UTILITIES"

Like me, I expect the mighty AMIGA POWER team spend a lot of time thinking about penknives. And, like me, I expect you all realise that as a general rule they are a bit crap. I mean, let's look at the evidence (said Loyd Grossman, intruding on Mat's e-mail. *("The custards" – Ed.)*).

1) The Name.

"Penknife". If ever there was a misnamed object it is the penknife. For a start, it doesn't write. Secondly, it is not simply a knife, but several other things as well. So, really it should be called a 'not-pen knife-saw-scissors-can-opener-etc'. This, I think you will agree, is far more catchy.

2) The blades themselves. Correct me if I am wrong, but penknives are also known as Swiss Army knives. Why, then, is it that Switzerland has never been attacked?

(Picture the scene –

GERMAN GENERAL: ATTACK!! Death to the Schweinhund Swiss!!

SWISS GENERAL: Hang on a minute, I'm just trying to get this *("Rodding Hull and Emu" – Ed)* penknife open. No, that's the tin opener. Er, anyone want a cuckoo clock?)

If all they have to defend themselves with are penknives, the only reason I can think of why no one has attacked Switzerland is because it is a useless country. Bloody cheese, cuckoo clocks and yodelling – useless.

So, okay, let's look at those blades in turn, weighing up the survival merits of each of them.

a) The sharp pointy knife-like ones. Okay, these are fairly useful in that you can threaten people with them and stab rabbits and then skin and eat them, but why are there two of them? I mean, you can only stab one rabbit at a time.

b) The corkscrew. Oh, yes very useful. "Oh. I'm lost in the wilderness with no food, a broken leg and a pack of wolves chasing me, but at least I can open this nice bottle of 1924 Beaujolais."

c) A fish gutter. And what are we supposed to catch the bloody fish with, eh? The corkscrew?

d) A saw. Just in case any large trees get in your way, you can chop them down with this handy three-inch-long saw. Providing you have lots of time to spare.

e) A tin opener. Many a brave hunter has spent hours stalking a dangerous tin of beans only to be thwarted by his lack of tin-opening utilities. But! Penknives come equipped with a brilliantly-designed tin-opener which only removes huge great flappy bits of skin from your thumb about 50% of the time.

f) A pair of scissors. This is presumably so that our hunter, lost in the wild, can cut out coupons from magazines to send off for free holiday information or expensive collector's edition plates.

g) A toothpick. Because dental decay is SUCH a worry when you're stranded in a forest with only two days' food, isn't it?

h) A pair of tweezers. Oh come on, be serious.

Mat
mjr1008@hermes.cam.ac.uk

Okay, that's it. From now on, letters have to mention computer games at least once if they're to stand a chance of getting printed here. Only one, tiny mention. How hard can that be?

"DULL AMIGA POWER"

Dear AMIGA POWER,

What age group is your magazine aimed at? At a guess I would reckon it to be somewhere from eleven- to fourteen–year-olds. The review of *Flight of the Amazon Queen* seems to prove this. I understand your mag is meant to be written in an entertaining way but the complete babble offered up by Jonathan Nash is far from entertaining. More like childish. I admit there were some relevant points in the 'review' but is there really any need to pad it out with such nonsense about 'Francis Ironstein', 'Rondo Hatton' and 'The Black Board'? Who, if anyone, finds this entertaining? Also, why not drop the 'Cyclists' and 'Satan gags in capital letters' gags (assuming they are gags)? It was funny for one issue then quickly became dull.

AMIGA POWER, when Matt Bielby was editor, was always informative, well-written and witty. Nowadays, some parts of AP are an embarrassment to read, namely anything written by Jonathan Nash. It's no wonder why sales have dipped since Matt left.

Yours sincerely,
Danny Vaughan, Liverpool.

See? It's possible. Okay, so it's kind of incidental in this case, but if this guy can manage it, so can you.

"ANNOY FAT PEOPLE"

Dear magazine that recently changed the A on the cover to THE,

Unsurprisingly, I have a complaint to make. Equally unsurprisingly, it has nothing to do with computer games, or your fine publication. It is to do with those all too common entrance/exits, DOUBLE DOORS. The idea is quite simple – to relieve congestion, double the width of the doorway to allow people to head both ways at the same time. A very good and helpful concept indeed.

Thank you, James Cargill. Hope the sunburn's better.
greetings from cyprus

DO THE write thing

WHY, THEN, DOES EVERY SCHOOL IN THE UNIVERSE INSIST ON HAVING ONE OF EVERY DOUBLE DOOR IN EVERY BUILDING BOLTED AT ALL TIMES?

So far, I have come up with only a few possible explanations:

1. All school teachers are mad.
2. It's a ploy to annoy fat people.
3. It makes pupils late for lessons, and teachers enjoy telling them off.
4. All double doors have, in the words of my technology feature, "a major design flaw."

Stu Piddpratt

It's a sinister plan to weed out the weak and helpless. If the school catches fire, or, perhaps, is hit by an aeroplane, then the 50% of people who choose the wrong door when fleeing have been ELIMINATED FROM SOCIETY.

"CRAPNESS AND LACK OF HUMOUR"

Dear AMIGA POWER

Providing fuel to the 'What's the best cartoon?' debate. The first series of Ren and Stimpy was insane, original, and completely brilliant. It was obviously the spawn of a diseased but talented mind. It was far superior to every cartoon on the face of this Earth, ever. Fact. It's just a shame that the latest series currently being shown on BBC2 is more than just a little bit crap.

Talking of telly, I found out that my TV was intelligent when I was watching Glastonbury. Not only did it conk out when The Prodigy came on, but also the music went crap when Menswear were playing. All this is true.

Continuing the telly theme, words fail to describe the utter crapness and lack of humour that is teletext's Digitiser. At least it's a better read than "Michael Jackson" though.

I almost made the *Sinister Theme Park* cheat from AP47 to work, but when the boy in red got on the rollercoaster, a Sinister Teddy Man popped up instead of the adviser. Upon his asking me to become an agent, I lapsed into a coma. Squads of paramedics from around the world flew in to revive me, but upon turning off my Amiga (thus removing the Teddy Man) I regained full consciousness. The only way to stop this happening again is for AP to DISSEMINATE more ESSENTIAL INFORMATION about *Sinister Theme Park*. Go on.

Finally, does anyone have the slightest idea what the number of stars at the top of the screen in *SWIV* do? I've had the game for a couple of years now and even finished it, but still can't work it out. Lastly, vive l'AMIGA POWER and vive la Bob. Bless her fluffy lickle (if admittedly erroneously gendered) paws.

John Le Mottee, Chester.

J Nash says: The current Ren and Stimpy Shows are the ersatz post-Kricfalusi ones. They do have their moments though. Try the eye-violence-obsessed Rocko's Modern Life on Sunday mornings for the new Champion of Supreme Grotesquery. And I like Digitiser. And the stars in SWIV showed how many special weapons you had, but nobody ever used them.

There's a slightly different version of Sinister Theme Park *in each new release of* Theme Park *itself. We'll probably cover them all in Complete Control before ever so long.*

"MANIFESTATION OF THEIR CORPORATE"

The rise of the sinister global mega-corporation continues unabated. The latest manifestation of their corporate might can be found operating under the name of Frizzel Insurance. Their advertising slogan runs as follows – "We'll make sure you never want to leave".

Brrrrr,

Mat

mjr1008@hermes.cam.ac.uk

"DEFINITELY NOT C-MONSTER"

Dear AMIGA POWER,

I must confess that this is the first time that I've ever felt moved enough to crawl on my soft belly into the presence of the High Judges of all that travel under the pseudonym of 'Amiga Games', but your spanking new issue has touched me in a place that has never been touched before. Not only does it feature the usual nutritious blend of reviews and other stuff but it has confronted me with a piece of writing which has lead me to question so many assumptions about Games (nay, the entire world).

Obviously I'm talking about the psyche-crushingly wonderful piece of prose going under the name of the *UFO* review: a veritable black hole of talent sucking in lesser journalists and casting them off to the bleak and terrible world of Dodgy Mega Drive magazines. Having felt so wonderfully stimulated by this throbbing colossus of a review I turn to the Who Do We Think We Are page only to see the face which I'm sure will haunt my dreams for many long, sweaty nights to come.

Oh, C-Monster, I love you: I want to have your little babies and I'm sure that one day we could be happy together. Please call me. I'll be thinking about you.

Love,

That girl from Heavenly Creatures with the kinked eyebrows (and definitely not C-Monster, despite having the same e-mail address).

C-Monster's on holiday in sunny Stafford at the moment, but we dare say that come September, the world's premier genetics student will once more be writing reviews for us. Not that the above letter's from C-Monster though. Oh no. (Regards to your mother, Miss Eyebrows.)

"MARRYING JAMES FERMAN"

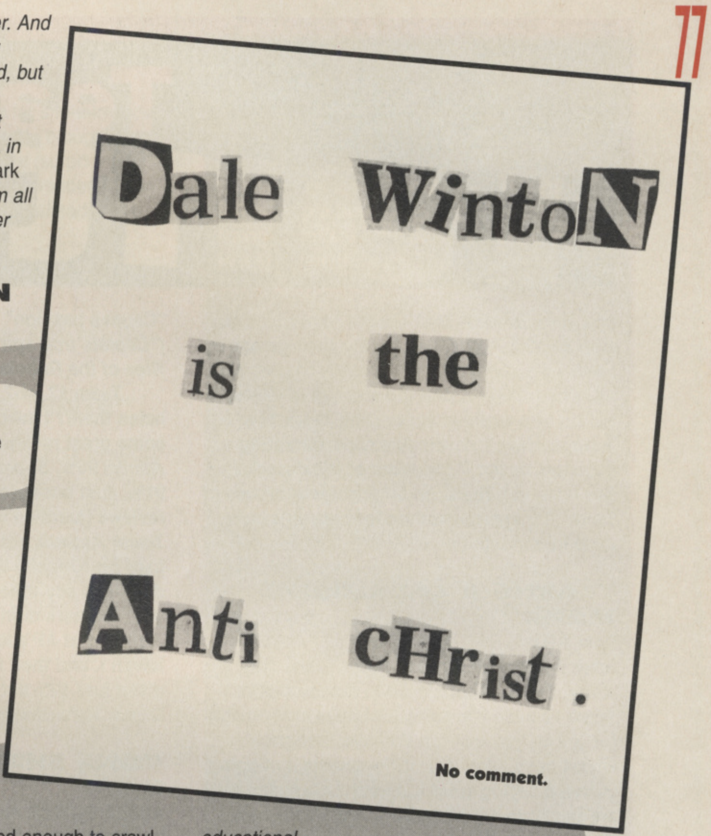
Dear Future Publishing,

Crap, crap, crapitty-crap, crap crap.

Yours sincerely, **Mary Whitehouse**

PS I shall be marrying James Ferman in November and ALL HELL WILL BREAK LOOSE WHEN OUR CHILD IS BORN.

But its birth will be cut on the grounds it's not an educational video. Once again, we win.



Dale WintoN is the Anti cHrist.

No comment.

"RHYMED WITH VANILLA"

'Lo Lads (and Sue)

I was just thinking, now that Escom have bought the Amiga, it's time for a new Amiga Anthem. Sing it to the tune of that godawful Come on You Reds.

Critics thought the Amiga was dead.
For every penny our favourite format was bled.
But now ESCOM have saved the day,
And soon we'll have brilliant games to play.

Come on you creams,
Come on you creams,
You are the machine of our dreams.
ESCOM have saved the day
And soon we'll have brilliant games to play.

Okay, so the Amiga's more vanilla-ey (ish) than cream, but I couldn't think of anything that rhymed with vanilla.

Tim Causer, Aultbea

Right. That's quite enough. Not only is mentioning computer games now compulsory if you want to get a letter published, but song lyrics are entirely banned from the letters pages. Those and poetry – they're history.

"SOOTY SHOW LAST WEDNESDAY?"

Dear AP

Nnng, it's not fair, three weeks and 13 exams later, I've got enough money to buy something useful – Blitz Basic, but where can I buy it? No one's got it in stock, and there's no one advertising it in AP or "Amoeba Doormat".

Oh, and did anyone see the new Sooty show last Wednesday? They were putting a bell on the door so they could have customers, yet they'd already got a bell on the counter. Tch, eh?

John Humphreys, Nottingham

A-ha, we know this one. Read the news story ➤

Team 17 Tantrums

The news in AP51 that Team 17 are trying to stop AMIGA POWER reviewing their games came as a shock to a great many of you. We were planning on printing a range of views, but no one wrote in supporting Team 17's actions. Have they made a wise marketing decision, or the PR blunder of the decade? See what you think, and if anyone approves of Team 17's approach, then for heaven's sake, write in and tell us.

"EARNS A LACKLUSTRE MARK"

Dear AP,

After reading your news pages in the July issue, I was disappointed to discover that Team 17 were the software house responsible for giving you trouble. I'd have thought it would have been ICE or Psygnosis. I'm going to avoid saying what a dreadful company they are because it isn't true – *Alien Breed* and *Assassin* are two games I regard fondly – but I will say that their attitude towards constructive criticism is very poor indeed.

The point of your refreshingly honest reviews is not just to guide the buying public, but to help software publishers make better games for us to play. If there's a problem with a game that earns a lacklustre mark, then it's the responsibility of the publishers to make a note of this and make sure it doesn't happen again. But if they ignore you, then it's their bloody fault if their games get slated. And if they stop sending their games to be reviewed, all it does is arouse suspicion – not wanting the truth told suggests they must be hiding something.

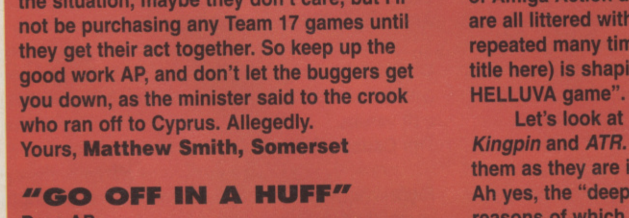
I don't know how other readers feel about the situation, maybe they don't care, but I'll not be purchasing any Team 17 games until they get their act together. So keep up the good work AP, and don't let the buggers get you down, as the minister said to the crook who ran off to Cyprus. Allegedly.

Yours, **Matthew Smith, Somerset**

"GO OFF IN A HUFF"

Dear AP

Get a load of this useful 'hint' that was printed in the Daily Mirror. Fantastic news for all single guys, I'm sure you'll agree. I suggest you nick a Gameboy and try this out on Sue to see if it works, but I suspect it's a load of rubbish.



GAME BOYS TURN ON GIRLS

GUYS, if you want to be a hit with the girls persuade them to play *Tetris* on the Game Boy. Research shows women experience a rush of endorphins, a chemical which causes passion, when they play the game because it appeals to the traditional feminine craving for organisation.

"Causes passion" indeed. If this is true, I'll *("Deplete frog spit" – Ed)* or even worse, play *Rise of the Robots*.

Team 17, eh? Do they really think AP hates them? I mean, come on, they've had some great reviews from AP in the past, like *Apidya* 90%, *Super Stardust* 89%, *Arcade Pool* 91%. Just because they get a couple of crap reviews (justified in the cases of *ATR* and *Tower Assault*, although I think you were a tad hard on *Kingpin*) they go off in a huff. You don't see any other companies doing that, do you? Domark didn't, and they've been the recipient of AP's lowest mark ever. Vulcan haven't, and their first two games have been given just 19% each. See sense, Team 17.

Dave, Newcastle-Upon-Tyne

"ONE SHRED OF NOTICE"

Sir,

AMIGA POWER readers trust AMIGA POWER. It's that simple. We don't however, trust software companies whose main concern is to make as much money as possible. So, when a (once) respected house such as ohh, Team 17 say, announce they will no longer be supplying games to this Magazine of Power, the eternal wisdom that is the AP readership can only conclude that this (once) respected house is fully aware of the sub-standardness of their future releases.

Bearing in mind this vital Pearl of Knowledge, we should therefore eliminate said (once) respected house from the gold-plated pages of AP. It is of course, painfully obvious to the readers that software houses don't take one shred of notice of ANYTHING AP has to say. Instead, they choose to digest the words of Amiga Action and The One, whose previews are all littered with the same sentence repeated many times – "All in all (insert game title here) is shaping up to be one HELLUVA game".

Let's look at *Tower Assault*, *Kingpin* and *ATR*. But let's not buy them as they are indeed, Not Good. Ah yes, the "deeply personal" reasons of which were previously spoken in AP51 now become to emerge from the mist.

Kevin Dellaquaglia, Aberdeen

"GAMES HAVE TO BE GOOD"

Dear AMIGA POWER,

The Team 17 situation is both interesting and unsavoury, but all your readers are behind you. Team 17 are only doing themselves a disservice behaving this way. Not only is it very childish, but it's a misplacement of their efforts. Instead of having a go at AMIGA POWER and sulking, they should be using their energy to improve their games.

Team 17 have been living under the 'Amiga gamer's friend' banner for too long now. Yes, loyalty to the Amiga in bad times is nice. Yes, cheaper games are nice, but the games have to be good as well.

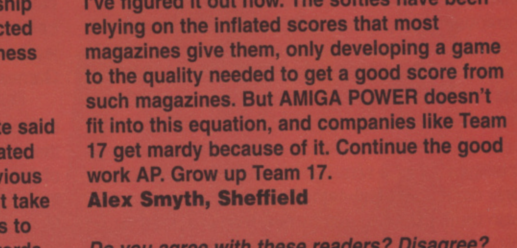
Magazines like AMIGA POWER don't work hand-in-hand with the softies like some other mags do. AMIGA POWER works for their readers, disseminating essential information, advising us on which games to avoid and which ones to buy instantly.

Team 17's games have been in the former for the last few years. Because they are flawed, too hard and lack imagination. Team 17 have only themselves to blame. This goes for all the softies out there, stop bashing AMIGA POWER, you're the ones at fault!

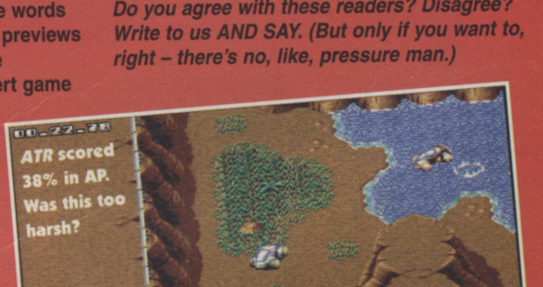
The games industry is the only one I know where companies can consistently produce crap stuff and still stay in business. It used to baffle me as to why this should be, but I've figured it out now. The softies have been relying on the inflated scores that most magazines give them, only developing a game to the quality needed to get a good score from such magazines. But AMIGA POWER doesn't fit into this equation, and companies like Team 17 get mardy because of it. Continue the good work AP. Grow up Team 17.

Alex Smyth, Sheffield

Do you agree with these readers? Disagree? Write to us AND SAY. (But only if you want to, right – there's no, like, pressure man.)



ATR scored 38% in AP. Was this too harsh?



Kingpin got 47%. Is that justice?

DO THE write thing

in this very issue. About Blitz Basic, obviously.

"THE OLD MAN THE TODDLER"

Dear AP,
I've a suggestion for a new version of *Sensi – Sensible World of Park Football.* Firstly, the sides are not defined, the touchline doesn't exist and the unequal goals are defined by jackets and jumpers. The pitch is littered with trees and you start off with a small team, then recruit inhabitants of the park as the game progresses. There's the old man, the toddler, the middle-aged woman and the Really Hard Bloke With No Shirt On.

Occasionally, you kick the ball into the tennis courts and a small Scottish bloke comes out and threatens to PUNCH SOME FACES. Matches can last for five or six hours, usually until being stopped by darkness or serious injury.

What a game! Don't you wish you could play it right now?
Fitzii

We'd much prefer Sensible World of Frisbee.

"USING US AS SCAPEGOATS"

Dear Fascists,
Leave us orcs alone! We're not to blame for crap adventure games on the Amiga. We make good subjects for RPGs and the like. It's the game designers that are to blame, if they made good games, you wouldn't be using us as scapegoats, you'd be praising our knobbled entities with great vigour!!

Anyway, we aren't usually in the crap games, it's usually mad monks, and strange plant-type creatures. YOU HAVE BEEN WARNED. If it happens again, you'll get an axe up ya!!
Gristlescab, Spokeperson for the Orc community

You don't frighten us.

"TRENDY, FUNKY POTTERS-BAR"

Dear Stargate Haters,
If you ever get stuck for an idea for a feature, how about one on kites? They're great! I brought a great delta-wing kite from the Kite Store (surprisingly) and it's really brilliant. If any of you readers live in trendy, funky Potters-Bar, you may already have seen me.
Yours on a bed of lettuce-ingly,
James Mitchell

The sequel to Stargate's already under way. We fear for the future of humanity.

"SIZE OF A BANK NOTE"

Dear Accumulative Pennysnatchers
£4.25! What are you thinking of? AMIGA POWER is now 92 pages long and rapidly decreasing in size. What next – a 180 page 'bumper special' the size of a bank note?

There is just no excuse – mags such as Q, Empire and even the Radio Times are two- to three-times bigger than AMIGA POWER, and roughly half the price.

And don't go spouting the old 'sinister mega-corporation' *("Rolex" – Ed)*, and so, conveniently laying the blame on some black void while Future Publishing meekly shrugs its shoulders behind a mountain of stinking cash.

It's embarrassing, and if they can afford to launch a 'new' magazine every other week ("Total Football' – HELLO?) and pay you all to stick pieces of cardboard to yourselves and run around a cellar all day (funny though it was) then they can damn well take some notice of their readers please.
Yours not-a-happy-bunny,
Craig Hesmondhalgh

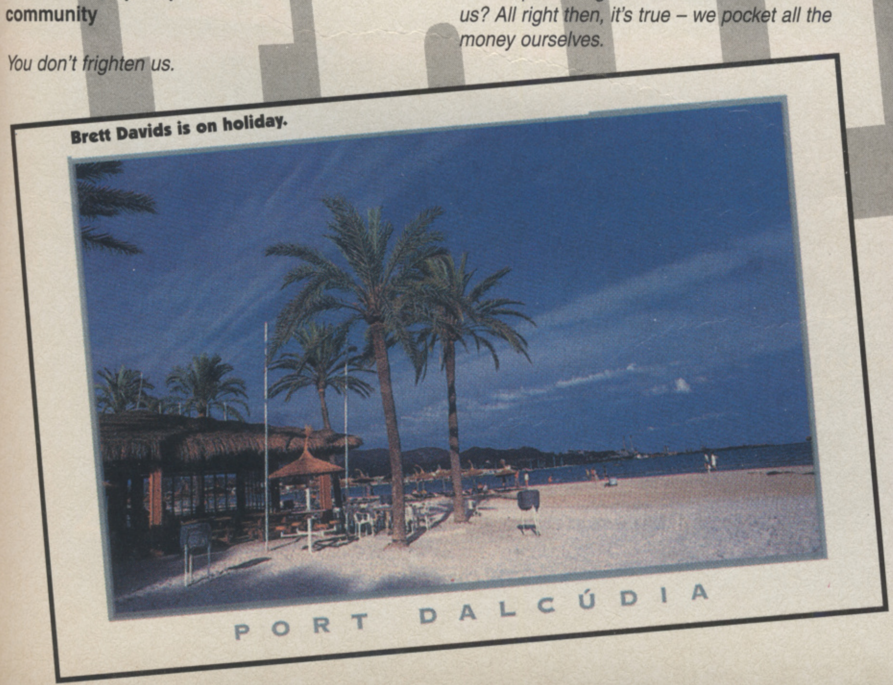
That's one side of the argument, on the other…

"USE THIS OPPORTUNITY TO E"

Dear AMIGA POWER,
Just thought I'd use this opportunity to e-mail you and say what a good job you are doing.

From **Pea, Widnes**

So there you have it, a lively, balanced and comprehensive argument. Let's have no more complaints from the likes of Craig about the recent ("Cost modifications" – Ed) *inflicted upon you by our strap-wielding overlords. No? You don't believe us? All right then, it's true – we pocket all the money ourselves.*



AND ANOTHER THING...

In Aberdeen town centre, there is a rubbish bin next to a bus stop, which is next to a travel agent's. At the base of the bin, there is a small dent.
Alex Smyth, Sheffield

And how would you know, being from Sheffield?

Team 17 eh? Despite being a strict vegetarian, I feel compelled to send them a jiffy bag full of turkey giblets as a form of protest. Oh yes.
Andrew Groom, Essex

PC games are extremely easy to install, actually,
David Burgess

You lie.

Natural Born Killers is cack. Do NOT go and see it.
Jim, Birmingham

No, DO go and see it. Although since it's finished at the cinemas now, the argument's kind of academic.

As *First Encounters* has been advertised for sale by many mail order firms for two months or more, where is the review? I demand to know.
Ed 'Case' Holmes, London

As the game isn't finished, what are mail order firms doing advertising it? We demand to know.

Kurt would like to say "Up yours Cam. I've just got hold of AP39." Or he would do if he was alive, anyway.
Morgan Parry, Cranfield

I recently went completely outrageously berserkoid nuts when you missed *Operation Stealth* by Delphine out of your point-and-click feature.
Michael Bland Koppenol, Holland

Missed out – OR PLANNED THAT WAY? Cheerio everyone.

AND THAT ADDRESS,

don't forget, is:

**Do The Write Thing,
AMIGA POWER,
30 Monmouth
Street,
Bath BA1 2BW.**

Or e-mail us at:
ampower@futurenet.co.uk,
but we'll only reply in these pages, okay?

THE RETURN OF THE WORLD'S BEST CELLAR!

Dungeon Master™ II

THE LEGEND OF SKULLKEEP

‡ The most eagerly awaited sequel in the history of gaming

‡ Epic role playing in a dungeon world more realistic and intelligent than ever before

‡ Features incredible new creatures that think for themselves and learn by experience

‡ All new scenarios below and above ground - villages, forests and temples

‡ Mind-blowing special effects include lightning, rain and magic

‡ New easy to use point and click interface

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FTL

THE BOTTOM LINE

If the Amiga games world were a racing game, this would be last season's statistics – who did what and how well they raced. Of course it isn't, but you can't blame us for trying an educating metaphor.

THE BOTTOM LINE

(AND HOW TO UNDERSTAND IT)

★★★★★ Formula One ★★★★★ Formula Three
★★★★ Rally Driving ★★★ Touring Car Racing
★★ Formula Ford ★ Dodgems

The whole point of The Bottom Line is to cram as much information as possible into this small space. Here's how it works... The top bit is easy:
GAME NAME
Publisher Price
Then we get (just for your information really) the issue of AMIGA POWER in which the game was originally reviewed, the mark it got at the time, and the reviewer's initials. If the game appeared in our new All Time Top 100, its position comes next, followed by the mini-review and a final rating out of five stars (with red ones to show which ones are real 'must buys'). And there you have it – all you could ever possibly need to know about every game we've laboured over, considered carefully and marked accordingly in the last year.

WHO'S WHO CW – Cam Winstanley ● JD – Jonathan Davies ● JN– Jonathan Nash ● RP – Rich Pelley ● SC – Stuart Campbell ● JA – James Attwood
PM – Paul Mellerick ● SF – Steve Faragher ● SM – Steve McGill ● RD – Richard Doidge ● CM – C-Monster

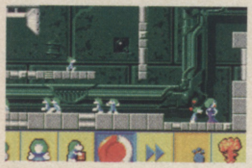
AKIRA
Ice £30 (£35 CD32)

AP48 16% JD
Petrifying multi-stage film licence from the people behind *Total Carnage* which, despite repeated assurances that lessons had been learnt from *Total Carnage*, is easily the equal in catastrophe of *Total Carnage.* Hardly anyone is going to get past the first level's horizontally-scrolling obstacle course in which your magnificent 400mph armoured motorbike explodes on contact with stones and people just standing there: having played the wretchedly loose platform levels and spectacularly unfair shoot-'em-up sections, this is something of a heavily disguised blessing. The CD32 version is identical. ★

ALADDIN A1200
Virgin £30

AP44 86% JD
A handsome conversion of the Mega Drive game, which plays slickly and breaks up the platform stuff with a couple of chase levels and bonus games. But, like all these post-*Cool Spot* platformers, *Aladdin* suffers from a severe lack of longevity. It's highly impressive while it lasts though.
★★★★

ALL-NEW WORLD OF LEMMINGS
Psygnosis £30



AP46 50% JN
Peculiar re-embrasure of the sadistically fussy original *Lems* rather than the make-amends sequel. Larger graphics, less icons and only three lem tribes because Psygnosis say you told them *Lems 2* was too complicated; pixel-perfect lem positioning, exactly overlapping lem hordes and dictatorially precise cursor control because that's what *Lems* is all about, right? The 'all-new' parts are ability-replacing collectable objects (a terrific idea) and rampaging monsters (a terrible one). *Lems 2* is frankly much more fun. ★★

AMBERMOON
Thalion £36

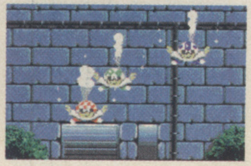
AP51 30% RP
A crap RPG divided into crap *Dungeon Master* and crap *Zelda* bits. ★

ANTS
Kellion £TBA

AP49 23% CW
YOU ARE THE ANTMASTER, and you must command your ants to CONQUER THE WORLD. An impressive idea – sort of *Sim Ant*, but good – but the execution's terrible. The screen fills with dots. You point at some of them and command them to attack a stationary blob representing a spider, or something. The ants attack, dying in the attempt. You command the remaining ants to feed, so they breed. You then attack again, until the spider is dead. That's it. Provided you keep one (yes; one) ant back each time, and allow for the random wandering of the ants, and can cope with the squeaky speech, and have the patience of Job, counting to ten, preferably in Greek, you've go it licked. An impressive idea indeed, but body death is a far more attractive alternative to playing the game it has spawned. ★

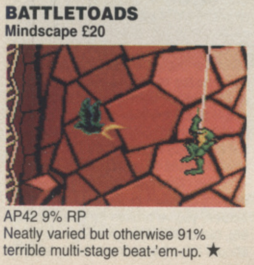
ATR
Team 17 £25
AP48 38% JN
Overdrive 2 via *Tower Assault,* more like. This stylish overhead racer, having taken the trouble to get the car movements right, bafflingly throws it all away by having courses that don't have the common courtesy to mark out the track. Yes folks, with *ATR* you can thrill to the experience of driving blind, coming off at unadvertised corners and getting trapped in belligerent roadside scenery. The overwhelming prevalence of sharp corners makes a nonsense of the 'battle' mode as player two gets scrolled off the screen without chance of recovery, and the identical 'league' game just makes six people unhappy instead of two. The usual power-up/choice of car/shop sequences don't help. Buy the friendlier and grandly more fun *Micro Machines.* ★★

BASE JUMPERS
Grandslam £26



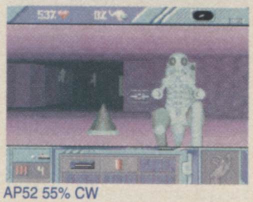
AP47 70% JD
Aaron Fothergill's follow-up to *Jetstrike*, with a similar patina of care and attention to detail, but a noticeable lack of 'there'ness. It's a two-stage game for up to four players. First you scramble aloft a vertical platformy building in *Rick Dangerous* fashion, collecting letters to spell secret words and so get to bonus games like *Joust* and *Invisible Space Invaders,* and then you leap off the roof and scrap with the others in freefall, jostling them against flagpoles and leaving opening your parachute to the last possible moment to earn those cash awards. Bursting with secret bits (our favourite is the straitjacketed plunge to death) and causing hearty guffaws during play, *Base Jumpers* regrettably falls to the mighty blows of over-too-quickliness in the multi-player mode and no-thanksment of the one-player game. Shame. ★★★

BATTLETOADS
Mindscape £20



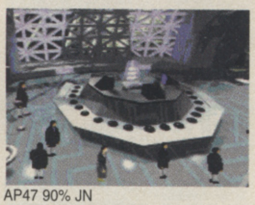
AP42 9% RP
Neatly varied but otherwise 91% terrible multi-stage beat-'em-up. ★

BEHIND THE IRON GATE
Black Legend £25



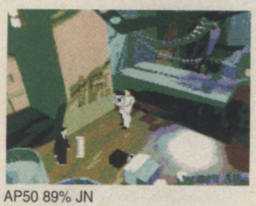
AP52 55% CW
Slickly programmed 3D shooty game that falls down on keeping the player happy by instead infuriating him at every turn. Each level opens with a hair-raising chase between you and the monsters as you scurry around trying to find (particularly groovy) weapons, develops into an exciting shootout as you pick off your opponents, and then collapses into wandering around an effortlessly confusing maze trying keys in doors and hoping you won't end up a key short because you got the order wrong. A strong finish as you set off a bomb and then sprint for the exit, but (again) those confusingly blank walls mess it up. Look out also for the awful passwords that lose all your weapons. It does, however, work (equally speedily) on the A500. A valiant attempt. ★★★

BLOODNET A1200
Gametek £35



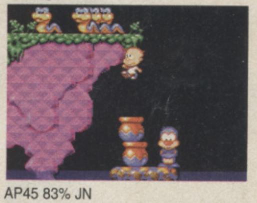
AP47 90% JN
Initially repulsive but (once you've mastered the preposterously over-complicated controls) tremendously rewarding point-and-click adventure without orcs in it. Gleefully amoral (you're a vampiric 'cyberpunk' who has to kill to survive while hunting for a cure) and engrossingly scripted, it's the best such game since *Monkey Island.* And you get to shoot people without any tiresome moral questions being asked. It demands a hard drive and 2Mb of memory though.
★★★★★

BLOODNET A500+
Gametek £30



AP50 89% JN
Exactly the same, except! you don't get any music (a Good Thing), and you don't get the option to review past conversations (a very Bad Thing indeed). At least it's £5 cheaper.
★★★★

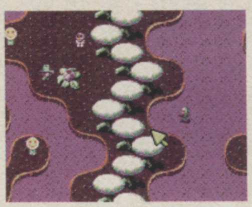
BUBBLE AND SQUEAK A500
Audiogenic £26



AP45 83% JN
Properly taking note of the criticisms of the A1200 version, Audiogenic have substantially increased the fun factor by beefing up Stupid Blue Thing's intelligence levels to a point where he no longer falls from a ledge if, for instance, he feels like it. Uses the CD32 joypad as well. But the watery time limit's still too nasty.
★★★★★

CANNON FODDER 2
Virgin £30

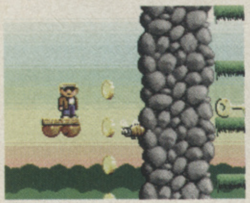
➤



AP44 89% CW
Disappointingly, a data disk rather than a sequel, and one that inexplicably takes our muddy, terrified heroes out of the grimly realistic warzones where they belong and shoehorns them into an implausible time-travelling plot. The quality of the levels isn't affected – the design is consistently better than the original's, and it's far more of a tricky trickster – but fighting blobby aliens on blazingly purple planets 'feels' wrong for the game. Rather more importantly, *Cannon Fodder 2* is outrageously expensive considering there's nothing new in there at all. It's still brilliant, but pointedly less so. ★★★★★

CHARLIE J COOL

Rasputin £20



AP43 45% PM
A below-average platform game. ★

CLUB FOOTBALL: THE MANAGER

Teque £30

AP43 52% PM
A 2%-above-average football management game.
★

THE CLUE

Neo £30

You've got cash worth 190 pounds. I'll give you 143 pounds.

AP43 60% JD
Who remembers *Dodgy Geezers?* (They're only nice lads at heart.) How about *They Stole a Million?* Well, here's the Amiga version. Recruit a gang, burgle a building and get away with it, but spend most of your time in taxis and ruing the controls. It's a Germanglish text adventure disguised as a point-and-click, and it's only the fact they didn't convert *Dodgy Geezers* or *They Stole a Million* that stirs up interest.
★★★

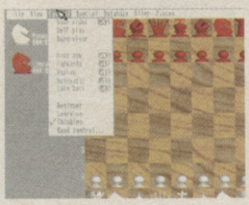
COLONIZATION

Microprose £35

AP52 93% SF
Hugely engrossing sim by TV's famous Sid Meier, covering the colonisation of the USA from whomever's point of view you damn well please. (We tend not, for example, to slaughter the natives.) Turn-based and predominantly action-free, you'll nevertheless find your children becoming successful senior accountants before you think to turn from the screen and tell them it's time for bed. Protect and survive! Produce and sell surplus! Attack the French! Declare the Dutch heretics and start a religious war! All can be done here and all but a small part of what is, essentially, America – but on the Amiga. And it runs on an A500.
★★★★★

COMPLETE CHESS SYSTEM

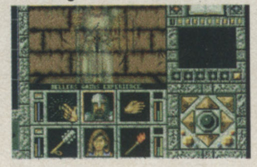
Oxford Softworks £35



AP45 81% SF
Chess.
★★★★

CRYSTAL DRAGON

Black Legend £30



AP44 38% PM
Pick an RPG, any RPG – it's more than likely to be better than this redundant *Dungeon Master* clone.
★★

DAWN PATROL

Empire £35

AP47 80% JD
WW1 *Overlord* follow-up with typical Rowan friendliness (multiple views, 'combat lock', wads of background material) and some grand ideas (such as catching planes by surprise by zooming out of the sun, and lesser enemies running for it) but which doesn't quite come off. You don't feel that you're in a rickety biplane beyond your wings occasionally falling off and (hngh) your guns jamming, and the lack of scenery and ground action lets it down lots. Deep, detailed and dependable, *Dawn Patrol* nonetheless pales beside the magnificence of *Knights of the Sky.*
★★★★

DEATHMASK

Alternative £26 (£30 CD32)

AP47 62% SF (69% CD32)
Every review we've seen of this damns it for not being *Doom.* Except ours, of course, because we're not, for example, cretins. It's a simple fast-but-jerking-from-square-to-square 3D maze game with guns, and enjoyable on this level, but the overwhelmingly un-clever design of the 32 piddlingly easy mazes means you'll complete the whole thing in less than a day. Much better in competitive two-player mode, with lots of running around and away, but once you realise you may as well slug it out toe-to-toe as play properly what with the regenerating ammunition and impossible-not-to-peek-over split-screen, you've broken its spell. Not as big, clever or exciting enough as it should have been. Impeccably speedy on both A500 and A1200; the CD32 version scores higher because of the better controls.
★★★

DRAGONSTONE

Core £30

AP46 49% CW
SNES *Zelda,* but on the Amiga, and rubbish. Here be regenerating monsters that always hit you due to the intermittently effective combat system, obvious mazes and stupid collision detection that mean, say, a mushroom clearly not in your path at all (and yet somehow so) forces you to go all the way around the map to reach the other side, puzzles of the dead end/old herbalist/present collected herb/receive travel spell school, secret areas essential to the game and an uninvolving swords-and-strawberry plot. Take it, or take it not; we care for neither.
★★

DREAM WEB

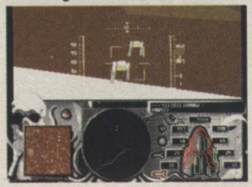
Empire £35

LOCATION: PENTHOUSE SUITE

AP46 24% JN
Disastrous 'adult' futuristic point-and-clicker in which every screen is cluttered with tiny objects, all of which belabour you with a lengthy text description before you're allowed to see whether they're of any use. Very *The Clue*-like in that it's really a verb-noun text adventure in disguise, but greatly more stupidly obscure in its puzzle solutions. Typical of the hamfisted design is the gun you're illogically allowed to use only at certain points; typical of the storytelling is every hardened street-scum sub-human speaking like a slightly apologetic junior shop assistant. Really, the mystery of your character's madness is the only driving interest and you find that out on level two. ★

EMBRYO

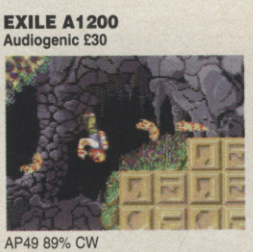
Black Legend £26



AP43 62% CW
Potentially staggering 3D flight sim (sort of like *Guardian*: ie, *3D Defender*) which blows it completely by having monsters that are far, far too tough. It's amazing no one picked up on this – it really does kill the game stone dead. And there's all that attention to detail and the serial-link option as well. Wasted. Utterly, utterly wasted. The A1200 version scored 70% for additional speed, but it really just highlights the missed opportunity. ★★

EXILE A1200

Audiogenic £30



AP49 89% CW
Prettied-up (and CD32 joypad-supporting) version of legendary key-swathed 'arcade adventure' that's probably the only game ever worthy of the nasty label. Sort of non-3D *Doom,* sort of single-player *Gravity Force 2,* it's all about flying around with real physics and shooting things and solving (occasionally unfathomable) puzzles. Quite fabulous. If you can cope with the 'keyboard madness' controls, go for the otherwise identical original, now out at £15.
★★★★★

EXTRACTORS CD32

Millennium £30

AP50 62% CW
Sequel to *Diggers* that hasn't learnt from the original's mistakes.
A *Lost Vikings* sort of game in that you're trying to co-ordinate a bunch of characters so everyone contributes to the larger task at hand, it's plagued with only marginally less miserable controls than before (this time you can make your minions jump over things, and stop without your having to plough through endless sub-menus) and a preposterous 'free will' feature (so you can spend ages getting one of your blokes in position, only to see him get bored and teleport back to base).
Beyond that, we hated the game itself (it's remarkably bereft of fun, and seems more a grimly drawn-out exercise in mechanical repetition) but concede that its size, complexity and general 'togetherness' might appeal.
★★★

F1 WORLD CHAMPIONSHIP EDITION

Domark £30

BEST LAP:--'--"--
LAP:1/5
POS:5/16
135
RACE
RETIRE
FLIPVIEW

AP51 67% PM
It's *F1* again, but more expensive and with a quit option that instantly ends the entire game instead of, say, that particular race. Still, this is the fastest racer around (exhilaratingly so), with crashes that stop you or slow you down (rather than crippling your car) and the same stupendously exciting two-player mode that Cam and Steve McGill played non-stop for an entire day when the original game came in. Domark have also improved the graphics slightly, and have promised to include a save game option after we pointed out you had to stick at it for hours to play properly. But you'd still be better off buying the original.
★★★

FIELDS OF GLORY

Microprose £30 (£35 AGA)

AP44 61% CW
Waterloo wargame swathed in options and featuring an ingenious three-scale map system tempting you to follow single units instead of examining the Big Picture and so fall foul of the Fog Of War. But it blows it all horribly, because – insanely – the game doesn't take terrain into account. So you just run everybody straight at each other and see who crawls out alive. Mmmm.
★★

FIFA SOCCER

Electronic Arts £30

AP43 76% CW
Swap-laden Mega Drive conversion (six disk swaps and as many minutes to get started on a half) that suffers from clumsy and 'spongy' joystick/keyboard-combination controls

(unless you'd rather have the computer randomly pick a move 'context-sensitively'). Even on a player-controlled team the computer players on your side are far too clever, running in and taking the ball when they should just be keeping up to set up passes. But it's exciting, with insane 'special moves' and good handling of the unusual skewed 3D perspective so you're never 'lost'. The A1200 version doesn't need so much swapping. It's hard drive-installable.
★★★

FLIGHT OF THE AMAZON QUEEN

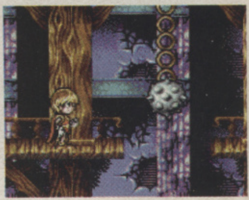
Renegade £30

Now ain't the time to be playing baseball.
use bat on Rico in car

AP51 84% JN
1940s comic book point-and-click adventure from fans of the Lucas Arts games, so it's funny, charming, looks beautiful and plays like a raspberry ripple. Even the music's good. You'll be quoting the set-pieces at each other later over tea, but simultaneously cussing at the ease with which you completed the game and the way the last quarter crashes out of ideas and fun. Still, it's brilliantly entertaining while it lasts.
★★★★

FLINK CD32

Psygnosis £20



AP47 79% JD
Almost-but-not-quite platform game with much to commend it – varied levels and trinkets looted shamelessly from the best of the rest of the best – but horrid ersatz-inertia controls and hopeless use of forced scrolling which traps and kills you WHEN IT'S NOT YOUR FAULT. Still, the mix-it-up spell bits and got-it-together 'feel' of the thing makes it great fun to play up to the point where your character falls through the edge of a perfectly legitimate platform AGAIN and you punch a hole in the fridge.
★★★★

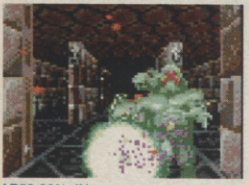
FOOTBALL GLORY

Black Legend £26

AP45 66% (68% A1200) PM
The coincidental *Sensi* lookalike that, while playing a largely acceptable game o' football (aside from the idiot ploy of having the computer opponents 'slip up' by rocketing the ball into their own net or something, rather than playing poorly) pales in comparison with *SWOS.* There are mechanical troubles as well: the jolly collection of special moves are wasted because the computer teams don't give you time to set them up before legging it with the ball; the aftertouch is madly sensitive; and the passing is problematically inaccurate. Interesting, but flawed. The

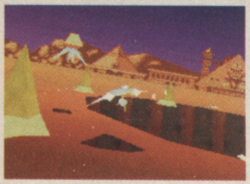
AGA version's slightly faster, with better sound. ★★★

GLOOM A1200
Guildhall £30



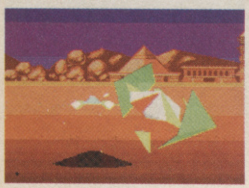
AP52 90% JN
Few games are scary, unless they are film licences. *Gloom* is a genuinely spooky game with an atmosphere you could cut with a knife, were demons not busily sucking you in from across the room and biting off your head, and were there a knife in it. Dazzlingly revolting, with monsters that explode up the walls when you shoot them (there's an option to retain the pieces to mark your path), it's unwaveringly thrilling for NOWHERE IS SAFE. And that's before you get to the levels that have ghosts passing through walls. And, hey, there are always the secret bits to ferret out. Disappointingly your weapons are restricted to differently coloured balls of light (confusingly, so are the monsters'), and the 'deathmatch' game isn't up to much (you inevitably slug it out toe-to-toe) but as a one- or (co-operative) two-player shooter, it's near-unbeatable. *AB3D* and *Fears* are going to have to move some to surpass this.
★★★★★

GUARDIAN CD32
Acid Software £30



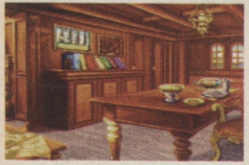
AP43 90% JD
Defender. In first-person 3D. On the CD32. Buy it. You know we're right.
★★★★★

GUARDIAN A1200
Acid Software £30



AP47 90% JN
While *Guardian A1200* may lack the thrilling 1970s cop show music and condemns non-CD32-joypad owners to clumsy mouse/keys controls (or a keyboard-only option) it nonetheless IS *Guardian CD32* but on the A1200.
★★★★★

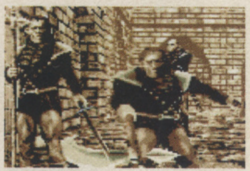
HIGH SEAS TRADER
Impressions £35



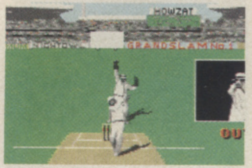
AP51 22% SF
You remember *Pirates Gold*, right? Where you were a pirate, shuttling from port to port, capturing ships, waging war, courting governors' daughters, yo-ho-ho-ing and a-bottle-of-rumming with the best of them? It's the same sort of idea with *High Seas Trader*, except you're a merchant. Exactly as exciting as it sounds. ★

ISHAR 3
Daze £33

AP41 50% CW
Entirely uninspired first-person perspective RPG which is still living in 1985 (walk around some mazes, find someone, walk around some more mazes to find the object that someone wants, return it to be told someone else is waiting for you in another maze) and chokes any chance of excitement with barely noticeable character interaction (non-plot vital citizens are just scenery) and extremely dull fights. Does all the wrong stuff with external and hard drives as well. The fact you can load in your favourite party from the prequels sort of gives away the lack of interest in mass appeal, but that doesn't excuse the overwhelming tedium of it all. ★★

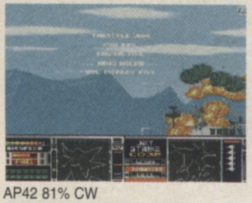


ITS CRICKET
Grandslam £27



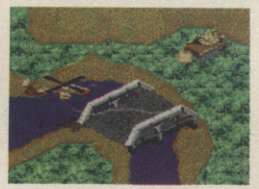
AP47 65% PM
Sloppy bowling and ghastly fielding sections let down the well thought-out batting part of this contender to *Graham Gooch's World Class Cricket* sensible flat cap. *Graham* wins on lovableness.
★★★

JET STRIKE CD32
Kompart £26



AP42 81% CW
The control problems and disk accessing time, which foxed the original version's high-octane air-to-air and air-to-ground fireball antics, have here been eliminated, which is a Good Thing. The in-game tunes have been replaced by some actual musical numbers with singing and everything, which is a Crime Against Humanity. Apart from that, exactly the same mixture of disturbingly realistic plane specs (down to the engine noise, apparently) and laughingly hopeless handling. Charmingly PD (the programmer's obviously done everything, including graphics and speech) and, curiously, excellent fun.
★★★★

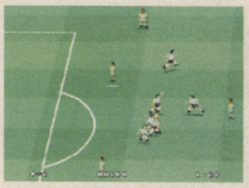
JUNGLE STRIKE A1200
Ocean £28



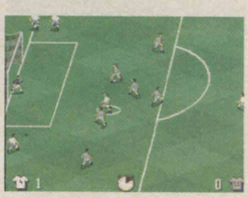
AP45 77% JN
Console action games are great. You switch them on, play them for a bit and then switch them off when you get bored. *Jungle Strike* is a conversion of the Mega Drive console action game, and they would have got away with it if it hadn't been for that meddling lack of depth. The 40 or so levels can't disguise their similarity beneath excited mission briefings; you're either flying off to shoot something, or to rescue someone. A couple of extra vehicles to commandeer here and there do break up the pattern (although you're just doing the same stuff but at a different height) but the tiring faults (like having to search minutely for your own fuel on later levels – a-ha ha ha) drag it down. A great console action game, and as such best taken in short doses.
★★★★

KICK OFF 3
Anco £26

AP40 69% SM



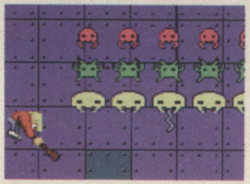
At least they've tried to be different: the absence of Dino Dini has also spelt the end of the pinbally feel to this series. But it's all a bit of a mess. The game forces you to use a two-button joystick (otherwise you can't pass accurately), the scrolling is genuinely sickeningly jerky, the graphics and 'feel' are hugely shabby (silence when you score, laughably inappropriate animation, no second drive recognition and the muddled front end spring easily to mind) and you just want to be playing *Wembley International Soccer* for the whole time you're squabbling with it.
★★



KICK OFF 3 EUROPEAN CHALLENGE
Anco £30

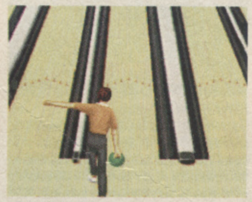
AP46 57% PM
A couple of cosmetic changes, proper sound, more teams and tidied-up controls. The competition – *Wemblers* and *SWOS* – make it look even worse second time around.
★★

KID CHAOS
Ocean £26



AP41 71% JD
Oh, how we wept into our mugs of unpleasant chocolate. Apparently the programmers of this game turned up on Ocean's doorstep with an exact copy of *Sonic the Hedgehog*, but in the inevitable legally sensible flurry of changes something terrible happened. In crept over-enthusiastic momentum, stupid obstacles that stop you running at speed (so why have such fast scrolling?) and unspottable traps, trampling all over the great vandalism-based gameplay and atypically imaginative level designs. Grrrr.
★★★

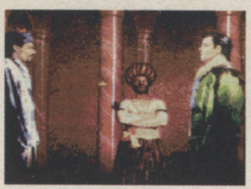
KINGPIN
Team 17 £13



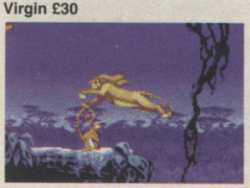
AP48 47% PM
Cheap, pleasantly-presented but predictably tedious ten-pin bowling game whose only assets are a league game and the ability to create players and so mock up a career for yourself. Like all those terrible PD darts sims, *Kingpin* is pointless – all the clever samples and glitzy effects aside, it's a devastatingly boring piece of fluff. And the computer opponents appear always to do the same thing.
★★

KING'S QUEST 6
Sierra £35

AP41 70% JD
Point-and-click adventure that, while being large and involved, is also guilty of just about every point-and-click crime: tiny objects (with a cursor that doesn't point them out), deaths (and sudden deaths at that), endless screens of text, terrible jokes and no improvement in the cloddish control method despite three years having passed since Part 5.
★★★

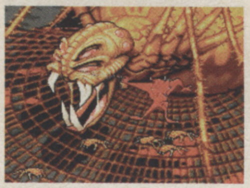


LION KING
Virgin £30



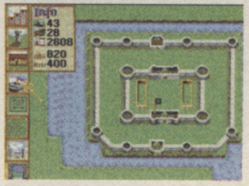
AP46 59% JD
Virgin's follow-up to *Aladdin*. The platform levels are dull and empty, two of the break-it-up sections are missing and the lion is a blighter to control. The original wasn't much to work with but that doesn't excuse this disgracefully loose and unfinished conversion.
★★

LITIL DIVIL CD32
Gremlin £30



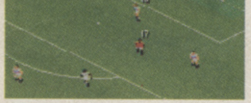
AP42 22% JN
Yes, you've heard the line hundreds of times before, but this time we're using it and we're great, so. This game's graphics are cartoon quality, and the artists should seriously consider getting into animation. The look, the characterisation, the gags and (most importantly) the timing are impeccable. The game though is one step beyond the wretched *Dragon's Lair*, in that you have full control over your 'divil' but end up playing (dishonestly hard) *3D Maze, Simon* and *Frogger*. Sigh. ★

LORDS OF THE REALM A1200
Impressions £35



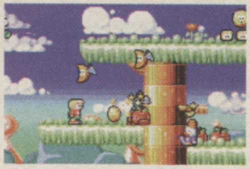
AP44 82% RP
Extremely professional peasant/castle wargame where you have to keep everybody happy then kill hundreds of people in a neighbouring county 'cos they looked at you funny. High feeling of involvement and gratifyingly complex, but it's not going to win any converts to the cause. ★★★★

MAN UTD – THE DOUBLE
Krisalis £30



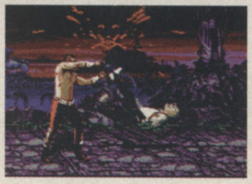
AP49 58% PM*
Man Utd Premier League Champions with a *FIFA*-ish 3D perspective and a *Premier Manager 3*-like editor. Fiddle with the teams, admire the new player transfer section, become angry with the actual football-playing bit. You can turn this off, but if you're going to do that, why not play a dedicated footy or footy manny game? Or *SWOS*, of course.
★★

MARVIN'S MARVELLOUS ADVENTURE A1200
21st Century £30



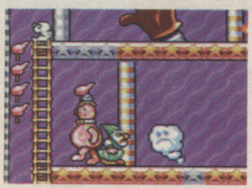
AP45 26% RP
No unexpected monsters, no end-of-level bosses, no unspottable traps, no leaps of faith, no control troubles, no disk drive problems, no illogical passwords, no reason to play again after you complete it in four hours and thirty-two minutes on your first go. A wracking shame. ★

MORTAL KOMBAT 2
Virgin £30



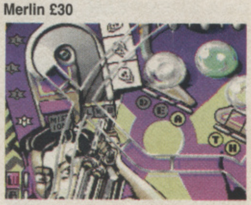
AP46 63% JN
Glitzy, vacuous conversion that relies on artificially complicated joystick moves. Fast-moving and exciting to watch, but deathly dull to play. Fights are over so quickly, and you're as likely to win bashing the fire button as juddering through the unnatural 'special move' sequences, that you're blasé about losing. Whither affinity with a particular character? Wherefore just-another-go grudge matches? Not here, friend. It's got the best 'feel' of any Amiga bashum game and there's fun to be had from its maximum hurtage, but the illogical controls mean it's less a case of discovering secrets than waiting for us to tell you the moves. And you can fox your one-player mode opponents with a single attack. Constrained by the get-it-over-with-quick coin-op, *MK2* is ultimately just a novelty alternative to the mighty *Shadow Fighter*. Intrusive disk swapping and sparser sound are the limit on the A500, but the A1200 version is entirely accurate to the arcade machine.
★★★

MR BLOBBY
Millennium £20



AP45 37% JN
Super Troll Island on the SNES, but on the Amiga and with Mr Blobby. Sloppy design and stupid faults (like leaping through the ceiling to land on the platform above when you merely wanted to hop over a monster) don't help; neither does the ease with which you can coast through the game. Bizarrely though, it is tolerably playable for a couple of hours. It's bad. Not as bad as you'd think, but still bad.
★

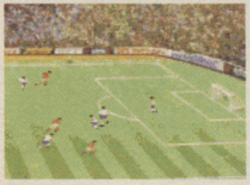
OBSESSION
Merlin £30



AP50 78% JN
Charming but disappointingly simple old-style pinball game which scores in thousands and has none of the exciting slickness of *Pinball Fantasies*. For your £30 you get two excellent tables, one solidly commendable one, and one that's so poor it's more poor than v poor, with ➤

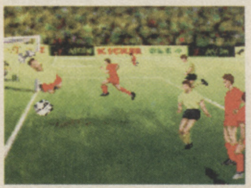
the best of the great tables having an ingenious 'curvy bowling' feature to complement its baseball theme. Inadequate ball physics and heavily combo-based scoring (where you have to knock down targets, but then shoot ramps within a strict time limit to keep the points) let it down. There'll be a special A1200 version with multiball in a few months, we are told.
★★★★

ON THE BALL WORLD CUP EDITION
Daze £30 (£33 AGA)



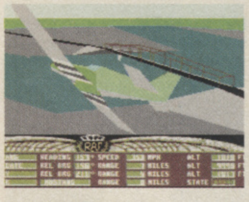
AP41 85% SF
At last – someone's actually sat down and worked out that what football management games need is a sense of fun. The feeling of involvement with your team is tremendous (you get to laugh with them, cry with them and, er, enjoy a post-match tipple with them). A distinct lack of numbers helps the game bounce along, and the all-round polish and attention to detail (not to mention solid management algorithms) puts this at the top of any wants list.
★★★★

ON THE BALL LEAGUE EDITION
Daze £30



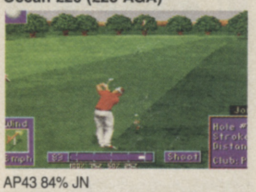
AP43 71% SF
Just like the *World Cup Edition* game, but, insanely, minus all the human interest bits. In their place you get numbery management bits, the lack of which made the original so good in the first place. Foing!
★★★

OVERLORD
Virgin £30



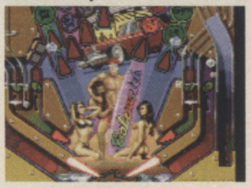
AP43 88% JD
Multitudinously viewpointed flight sim of WW2 Vichy-trouncing antics with a splendid regard for the player. You can speed up time in long flights, skip take-off and landing, and tell the computer to follow the target plane visually during an attack so you don't lose him when he moves past your line-of-sight. Controls are a bit clunky (far too many keys to remember) but that's unavoidable, and anyway it's got great explosions and trails of smoke. Enormous fun. And yes, chaps, it's substantially faster on an A1200.
★★★★

PGA EUROPEAN TOUR GOLF
Ocean £26 (£28 AGA)



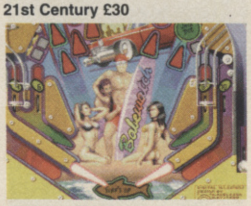
AP43 84% JN
Golf. But, astonishingly, good. 'Real' players, 'real' courses, that tried and tested press-for-power-press-for-direction control method, and some lovely sound effects. (But shockingly awful music, natch.) It's really very good fun, even for non-golfers. They're going to find it a tad samey, though.
★★★★

PINBALL ILLUSIONS A1200
21st Century £30



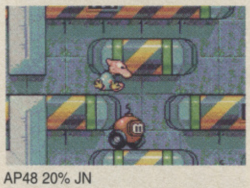
AP43 89% JD
It's a disappointment, this. The presentation's been beefed up (including more detailed 'LED board' animations) and there's a multiball option (complete with a hi-res mode to show near all the table at once) but it really is just more of the same. Less of more of the same, as well: there were going to be four tables, but they chucked one away for not being good enough. So your £30 nets you exactly three tables. All good stuff, natch, but no vast improvement over *Pinball Fantasies*.
★★★★

PINBALL ILLUSIONS CD32
21st Century £30



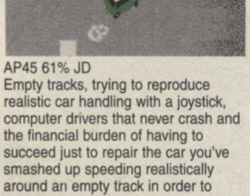
AP50 90% PM
Staggeringly more attractive than the vanilla A1200 version, with some tremendous Swedish samples and accomplished use of the joypad. (Although the mistake of having one button launch a ball while another instantly quits the game is beyond belief.) Neat 'on-line' manual, as well. Pity you can't turn off the music, because we've discovered Extreme Sports is the most entertaining table of the three. ★★★★★

PINKIE
Millennium £26



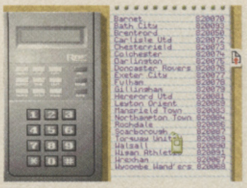
AP48 20% JN
Promising platformer with likeable gimmick of multi-purpose car, but whose sprawling, featureless levels, smothering tedium and complete set of Kangaroo Court crimes slaughters it with a rusty hatchet. ★

POWERDRIVE
US Gold £30



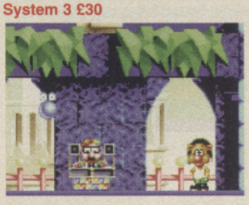
AP45 61% JD
Empty tracks, trying to reproduce realistic car handling with a joystick, computer drivers that never crash and the financial burden of having to succeed just to repair the car you've smashed up speeding realistically around an empty track in order to succeed, are but some of the problems found in this rally sim. A challenge tangibly vanquishable after a few hours of practice is but one of its attractions. Actually, that's it. And you'll get fed up before you master the game, anyway.
★★★

PREMIER MANAGER 3
Gremlin £26
AP44 83% SF
Zenith of stats-based footy manny games (probably) but one that suffers ironically from the depth of its



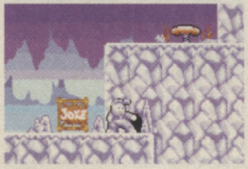
cleverness. A sort of remix of the previous games in the series with all the clumsy bits ironed out, *PM3*'s sole gimmick is its *SWOS*-like adjustable player positions. But unlike *SWOS* you have to spend ages rejigging your team after every loss, because you're not given enough information about the opposition. It's exceptionally difficult and demands unbroken concentration, but rewards with thunkingly solid fun.
★★★★

PUTTY SQUAD A1200
System 3 £30



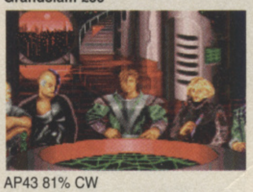
AP41 91% CW
Visually, aurally and conceptually gloriously inventive platform game with exactly the right mix of gags, guns, gullible cats with rubber stomachs and gameplay. Slither, bobble and dance-to-DJ-Uncle-Ted your way through fifty levels of disturbingly Apocalypse Now-inspired nonsense, hitting monsters with your blue putty fists and swallowing their souls with your amazing absorb-o-power. Easily the best platformer since *Yo! Joe!* and an object lesson in how to do a sequel properly. Bonus points for including a sample from Screwball Squirrel (Tex Avery, 1944) as well. Or possibly not.
★★★★★

QUIK
Titus £20



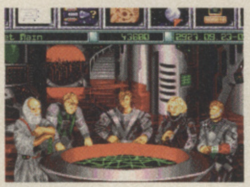
AP40 58% CW
Stunningly average platform game offering absolutely nothing new whatever and rapidly becoming very annoying indeed.
★★

REUNION (AGA)
Grandslam £35



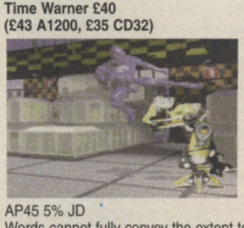
AP43 81% CW
Current thinking in junk mail circles eschews the blanket approach, concentrating instead on finding out from various databases who you are, what you're like and what you like, and then 'targeting' their rubbish at you directly. *Reunion*'s a bit like that (except it's not rubbish) – it's a *Dune*-ish buildy things strategy game with no exciting bits at all and billions of stats which requires 50 hours to complete (if you know what you're doing), an A1200 and a hard drive. So get it, Bill Rebus of Toxteth – you'll love it.
★★★★

REUNION A500
Grandslam £35
AP45 81% PM
A mere three months after we reported it couldn't be done, it's been done. Those rascally software publishers, eh? Graphically simpler than, but otherwise exactly like, the A1200 version. And you don't need a hard disk to run it, although a couple of external drives are recommended.



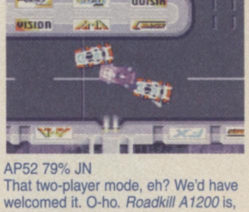
★★★★

RISE OF THE ROBOTS
Time Warner £40
(£43 A1200, £35 CD32)



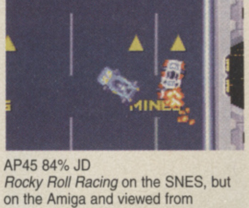
AP45 5% JD
Words cannot fully convey the extent to which *Rise of the Robots* is the poorest full-price release ever in the history of all things, although imagining it as an insuperably retarded beat-'em-up that Player One can complete at any moment by holding down diagonally up and right and the fire button captures its essential risibility. The nearest the software industry has yet come to robbing an elderly deaf woman in a wheelchair whose son has just died in a car accident returning from the funeral of his father and sister killed when their ancestral home burned to the ground and then severely beating her. With the diseased family pet. ★

ROADKILL A1200
Guildhall £25



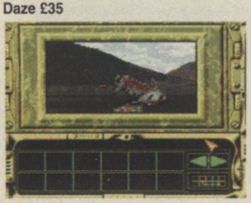
AP52 79% JN
That two-player mode, eh? We'd have welcomed it. O-ho. *Roadkill A1200* is, however, £5 cheaper than the CD32 version, so that's all right then. Still doesn't save the high scores though.
★★★★

ROADKILL CD32
Acid/Vision £30



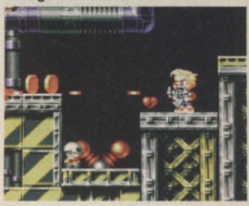
AP45 84% JD
Rocky Roll Racing on the SNES, but on the Amiga and viewed from overhead. It's an ultraviolent *Super Sprint*, using the old futuristic game show ploy to create a fantastically exciting smoking wreckage experience. "Get the jackpot," booms the announcer as you fire missiles at hapless opponents. "Get the super-jackpot," he roars as more cars spin away to their doom. The piddly damage indicators and surprisingly low number of courses (12, explicit numeric fans) annoy; the lack of a two-player game hurts. Let's hope the forthcoming A1200 version corrects things with a serial link option, eh?
★★★★★

ROBINSON'S REQUIEM
Daze £35



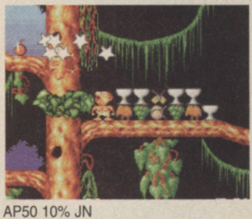
AP43 39% RP
Slow, slow, slow, dull, dull, dull RPG that has you walking around (so very much) in an effort to escape from a prison planet. Frankly, it's only passable with the cheat mode active, because then you can cut out the endless perambulation. The gimmick's that you have to keep in trim in the face of disease, but it's hardly worth the wait. ★

RUFF 'N' TUMBLE
Renegade £26



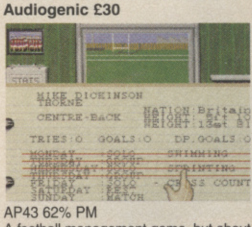
AP42 88% JD
Platform game with guns that's appallingly difficult, but rigidly fair with it. Lovely reversals (your small cute child packs a machine-pistol; the denizens of the typical platform levels – woodlands, underwater caverns and the like – are armour-plated and fire barbed harpoons), excitingly cataclysmic power-ups, very (but workably) tricky layouts and angrily playable. 'Challenging' is probably the word we're looking for.
★★★★

RUFFIAN
Grandslam £20



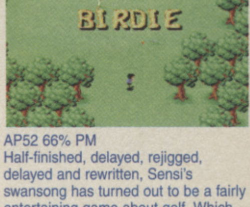
AP50 10% JN
A platform game of barely credible terribleness. ★

RUGBY LEAGUE COACH
Audiogenic £30



AP43 62% PM
A football management game, but about rugby league. Oddly, you don't get any match analysis, so you don't know what you did wrong when you lose and you have to fumble around like a blind man in a darkened room looking for a black cat before you can fix it. Worth a look for the novelty, though. Especially if you're a professional rugby player.
★★★

SENSIBLE GOLF
Virgin £30



AP52 66% PM
Half-finished, delayed, rejigged, delayed and rewritten, Sensi's swansong has turned out to be a fairly entertaining game about golf. Which, from Sensible, is a let-down of innocent Derek Bentley proportions. It's exasperatingly simple (no hazardous wind or stance adjustments, for example), stunningly tedious in one-player mode and naught but okay with up to three other people. And you can't even call it *SWOG*.
★★★

SENSIBLE WORLD OF SOCCER
Renegade £30
AP44 95% JD
Sensible Soccer, but with management, but for *Sensible Soccer* fans. It's not *Sensi* meets *On The Ball*

GEE PHILPOTT
STEVE WALSH
IWAN ROBERTS
JULIAN JOACHIM
KEVIN POOLE
NICKY MOHAN
STEVE THOMPSON
DAVID SPEEDIE
MARK DRAPER
COPY
UNDO

World Cup, but you are empowered with phenomenal abilities. That to command the movements of a non-controlled player with extraordinary exactitude, for example. Or that of constructing a team from the pool of 26,000 'real' players. Essentially it's the same old *Sensi* that (of course) you know and love, but this time you're allowed to twiddle the behind-the-scenes knobs. Our highest mark ever in the history of all things.
★★★★★

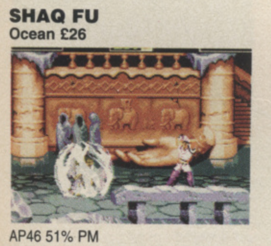
SHADOW FIGHTER
Gremlin £30

AP46 91% CW
A textbook example of how to do a game properly, except nobody'll take any notice. Three Italian beat-'em-up fans looted the best bits from any number of tedious biffing games, applied sinister and special processes to them and came up with the best beat-'em-up ever in the history of all things. It's got heaps of character in the wildly diverse and carefully mismatched fighters, a beautifully simple 'special move' control method (you just swirl the D-pad in various directions and press fire) and options a-go-go. There's even a practice mode where you fight seemingly innocuous master of terror Pupazz the Puppet. Truly the *Gravity Force 2* of beat-'em-ups. The A1200-specific version's on the way, but even this A500 version looks lovely. Lots of disk swapping though.
★★★★★

SHADOW FIGHTER AGA
Gremlin £30

AP50 92% PM
Cosmetically spruced-up but otherwise identical to the A500 original. The CD32 version dispenses with the horrible disk-swapping (hence the extra point) but adds a silly fault in that you press both shoulder buttons to quit the game, thereby penalising all those players who (quite rightly) get really excited and panicky when struck dizzy and bash at the joypad to make their character recover. Tish.
★★★★★

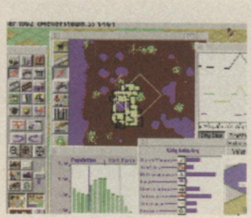
SHAQ FU
Ocean £26



AP46 51% PM
Uninteresting, plastic beat-'em-up saved from the fires of perdition by the choice of fighting opponents in any order and the eight-player tournament.
★★

SIM CITY 2000 A1200
Maxis £40

AP44 85% PM

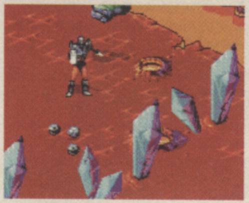


An appalling drain on the pocket (to play, you need an A1200 with 3Mb RAM and a hard drive, and an interlace-compatible monitor, and even then it's horribly sluggish) but a terrific strat game. Recall everything from *Sim City*, and then multiply it by 2,000. A worthy companion piece to *Theme Park*, if you've got the kit.
★★★★★

SIMON THE SORCERER CD32
Adventure Soft £35

AP42 57% JN
Exactly the same game as the A1200 version – all the poor jokes, all the pointless wandering, all the fantastic graphics, all the obvious puzzles – but this time with speech. Greatly annoying speech that's compulsory and bugged at that. One to acknowledge as a breakthrough game following *Darkseed* into unexplored 'talkie' territory, if not to actually buy. ★★

SKELETON KREW A1200
Core £35

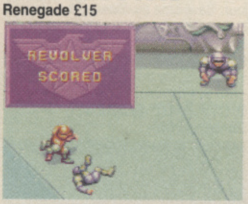


AP47 59% PM
Sub-standard *Escape From the Planet of the Robot Monsters* clone that's all the more disappointing when you find out it was worked on for over a year. Half-hearted aliens, no power-ups, no variety between levels – it's all here. Or not. Even the score-bumping two-player mode's lacking in sparkle. It looks great, but frankly, who cares?
★★

SOCCER SUPERSTARS
Flair £30

AP49 15% PM
Abysmal side-on footy game peppered with shocking bugs. You do get a free football with it, though. ★

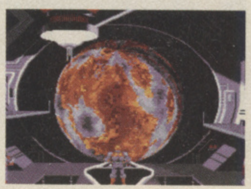
SPEEDBALL 2 CD32
Renegade £15



AP51 93% PM
Yes, it's *Speedball 2* again. Except, instead of the stupid headband thing, opposing teams wear differently coloured suits. It's an amazingly better game than the original. ★★★★★

STARLORD
Microprose £35

AP43 51% SF



Conquer-the-universe larks a-plenty type of strategy game with an altogether slipshod approach to control and presentation, and an extraordinarily terrible combat sequence (that, fortunately, you can skip). They should have dropped it altogether to concentrate on the strat side. ★★

STRIP POT AGA
Guildhall £15 (A1200) £30 (CD32)

NUDGE
NUDGE
LOSE
GO
UP
LOSE

AP51 22% CW
We went to see Guildhall recently. They cheerfully admitted their enormous range of PC porn games were crap, but apparently they can't get them on the shelves fast enough. Here's one they've converted to the Amiga. It's a fruit machine sim that has several pictures of women taking their clothes off. ★

SUBWAR 2050 A1200
Microprose £35 (£30 CD32)

Forward View
TORPEDO READY

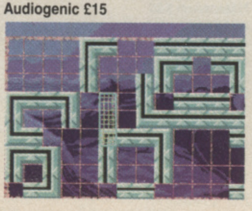
AP45 82% CW
Intriguing mixture of *Syndicate* plot and 'underwater flight sim' (although obviously the submarine handles differently from an aeroplane) set in a corporate-run world where it's an accepted business tactic to blow up your rivals with torpedoes. Liney graphics (though the PC version looks really nice – cheers *("Michael Jackson" – Ed)*) but evocative atmosphere (so to speak) and fun, fun, fun. It's a mite slow, though, which is a damn shame.
★★★★

SUPER LEAGUE MANAGER AGA
Audiogenic £30

DIVISION 4 CHAMPIONS

AP48 89% SF
Outstanding footy manny game that dispenses with numbers in favour of telling you about a player IN ENGLISH. "He's been playing well, but is feeling unenthusiastic," it might say. Imprecise, yes, but infinitely preferable and more atmospheric. There are no tedious 'real' players either, so you're free to form your own opinions. Deeply clever as well. And *Wembley International Soccer*'s in there. Hard to get into at first, and continually having to set up training schedules is a chore, but still, eh? A tremendous companion piece to *On the Ball World Cup*. Best played with a mouse, CD32 owners. ★★★★

SUPER LOOPZ A1200
Audiogenic £15



AP49 29% JN
Baffling rejig of the terminally dull *Loop*(hnghh)*z* – a sort of *Pipemania* without the excitement of gloop flowing through the shapes you're making – that doesn't ever change except for getting faster. Dull bonus games finish it off. ★

SUPER SKIDMARKS
Acid £25

ACID
1ST
4TH
5TH
3RD
7TH
6TH
LAST

AP48 86% (91% A1200)
Really quite beautiful racing game sequel which corrects the disk accessing clumsiness of the original and tidies up the Quadratic B-Splines™ so the cars judder and bump even more realistically. Eight types of car from dragsters to cows, optional caravan-towing, different speeds, 32 tracks, pointless horn-honking, the label 'last' if you're last, sinister black cars, *Pong* while you choose your options. *Super Skidmarks* rapidly loses its appeal in one-player mode, but that's not the point. The more people and equipment you have, the better it gets, with options to link Amigas, split the screens and play with eight people. And there's a phone modem option. It's a hoot. The A1200 version adds hi-res to the split-screen modes, faster disk accessing and the ability to connect two monitors and play a track in Cinemascope. ★★★★★

SUPER SKIDMARKS CD32
Guildhall £30

AP51 92% PM
Like the A1200 version, but for only two players. You do, however, get a demo of *Guardian,* a fantastic joypad-compatible *Defender* and the *Roadkill* movie (though, oddly enough, with a scene missing). ★★★★★

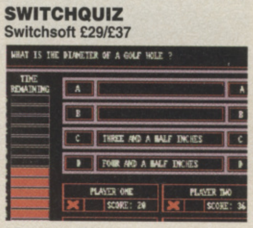
SUPER STARDUST A1200
Team 17 £30

AP42 89% JN
Stardust, fairly obviously, but on the A1200, equally obviously, which means better graphics, better sound, faster tunnels, bigger asteroids, underwater *Thrust* sub-games and keyboard control. Fabulously lovely in every respect, except (especially bizarrely considering the embolismingly hard A500 version) it's far, far too easy – we suspect Team 17 bullied the programmers into toning it down. Why? Why? A great game, but not quite a *great* game, if you see what we mean.
★★★★★

SUPER STREET FIGHTER 2
US Gold £35

AP52 71% CW (81% hard drive)
Largely successful conversion of the coin-op, with (as far as we know) everything in it. But! the undeniably exciting, intense thumping is extremely diluted by the ludicrously intrusive disk swapping, nutty controls, feeble sound and teeny graphics. CD32 joypads helps enormously, with all the buttons used correctly, and a hard drive cuts out the loading problems. (If you possess both, award the game another twenty percent.) As it stands, you'll be disappointed. The lower score's for running it on a plain A1200.
★★★/★★★★★

SWITCHQUIZ
Switchsoft £29/£37



AP41 54% CW
A pub quiz game with the novelty of two four-button hand controllers (four in the more expensive version) but the bugbear of atrocious presentation. Tiny print unreadable without a magnifying glass, hugely annoying Smashie & Nicey samples, no colours (beyond red) and – fatally – questions that are repeated, sometimes within the same game. Data disks are promised for the future, but even so *Trivial Pursuit* still rules the roost as far as stupid quiz games go.
★★

SWORD OF HONOUR
Megatronix £20

AP49 58% PM
'Odd' *Exploding Fist Plus*-type beat-'em-up-cum-puzzle-game that looks great and is initially highly playable, but crash-dives like a soda-poisoned albatross when you realise every level is exactly the same. You can get the game from 21 Tiled House Lane, Brierley Hill, W Midlands DY5 4LG.
★★

TACTICAL MANAGER 2
Black Legend £26

REFS
CHARTS
CUPS
K-OFF
LEICESTER C
LEICESTER

AP50 25% PM
Fussy to work with and foolishly predictable footy manny game. To top it off, you don't even feel involved in the matches. ★

TFX A1200
Ocean £40

AP49 62% (85% A4000) JD
Modern-day flight sim with all manner of 'stealth' and 'laser-guided' things. Impressively sophisticated and that, but it does mean dogfights consist of spotting a dot on your radar, pressing the space bar and waiting for your missile to hit. It's surprisingly absorbing, with a good range of missions. Ghastly on a standard A1200, with overwhelming amounts of disk swapping (often just to see a redundant 'story' picture) and once-per-second screen updates; best on a top-of-the-range A4000 (if still ➤

noticeably jerky); somewhere in between depending on the contents of your RAM expansion/extra disk drive cupboard. Certainly a simulation rather than a game.
★★★★

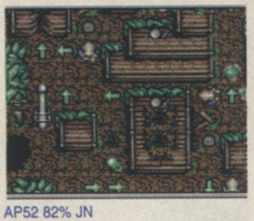
THEME PARK
Electronic Arts £30

AP42 91% CW
Tellingly sponsored, frightening demonstration of the sophistication of mood manipulation techniques in today's grotesquely commercial world, as you oversalt chips to get the tourists to buy drinks, oversugar the drinks to make them hyperactive and fiddle the time your rides run for so you can cram in more people per day, then hugely underpay your indispensable staff and sell off the place to finance your next step in global funfair conquest. Loot 'em and boot 'em, that's the ghastly philosophy of *Theme Park*. Or you can play the game to make a really nice funfair with great rides and reasonable prices. But then you'll go bankrupt.
★★★★★

THEME PARK A500
Electronic Arts £35

AP44 91% CW
Slightly slower, graphically streamlined and financially simplified, it's sort of *Theme Park Lite*. But otherwise exactly the same fantastically great funfair sim as its bigger brother. And that is decidedly a Good Thing. ★★★★★

TIMEKEEPERS
Vulcan £13

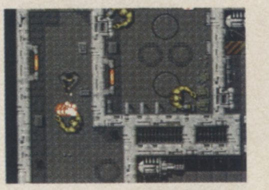


AP52 82% JN
Startlingly brilliant puzzle game from the programmers of the *Valhalla* duo. It's an overhead *Lemmings*, but where lems 'make', tims 'do'. You lay out their path beforehand with directional arrows and action icons, grappling not with real-time shivery reflex panic-o-thons, but Vulcan's amazingly devious level designs. A terrible bit at the beginning of a screen where you have micro-seconds to stop everybody falling down holes is the big bad thing, but it's also leisurely rather than exciting, and you'll fall into the 'rhythm' of the puzzles fairly quickly. Wizard green-and-brown fun otherwise.
★★★★

TOP GEAR 2
Gremlin £26

AP42 63% CW
An average racing game slapped down to mediocrity by comparison with the likes of *Lotus 1, F1GP* and the mighty *F1* itself. ★★

TOWER ASSAULT
Team 17 £20
AP45 46% JN



Alien Breed was hard. *Alien Breed 2* was incredibly hard. But *Tower Assault* is self-indulgently grotesque. Slack collision detection, illogical dead ends, radioactive rooms that KILL YOU BECAUSE YOU'RE STANDING IN THEM and 30-second dashes to the door before the level explodes so ending the game you've just played for an hour while carefully building up your lives and ammo reserves collaborate to mow down the spirits of fun. Then the indestructible and incredibly powerful security lasers, non-allowance of player two joining in halfway through and bugs step up to finish off the heaving, crawling wounded. But hey – it's so atmospheric. The Casino Royale of Amiga games. ★★

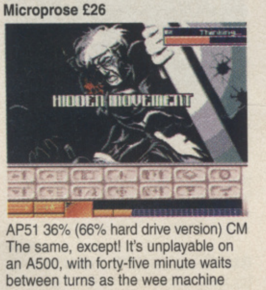
TOWER OF SOULS A1200
Black Legend £30

AP50 34% SM
Absurdly fiddly RPG that, for example, demands you select one of four lockpicks if you haven't the key to a door, insert it in the lock and use the mouse to wiggle the lockpick in a way you think will spring the mechanism. You're also compelled to examine, use and open everything for fear of missing the passageway or object that will get you to the next section. The plot's orc-related tedium as well. ★

UFO
Microprose £35

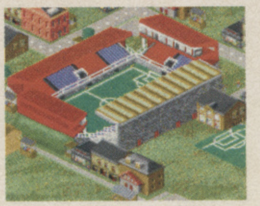
AP43 75%/85% CW
It's *Laser Squad* again. Except with perfectly-isometric 3D graphics. Oddly inconsistent (there's an involving stats bit and tedious air combat sequence in addition to the main clomping around an invaded town shooting things section) but still as fun as it ever was. Horribly sluggish when the aliens move, though, and you really have to play it from hard drive. (Hence the two marks – the lower's using floppy.)
★★★/★★★★

UFO A500
Microprose £26



AP51 36% (66% hard drive version) CM
The same, except! It's unplayable on an A500, with forty-five minute waits between turns as the wee machine works out the aliens' movements. Obviously no intrusive loading on the hard drive game, but it's still hideously slow. Which is why the higher mark's for the latter version.
★/★★★

ULTIMATE SOCCER MANAGER
Daze £30
AP50 84% SF
Along with *On the Ball World Cup* and *Super League Manager*, one of the new wave of footy manny games that



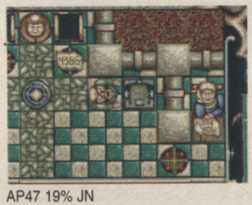
tries hard to be fun to play. Still stat-based, unfortunately, but with splendid presentation and those all-important 'human interest' bits as players complain about pay and conditions. You can even rig matches for financial gain. It's too easy, though, and the vaunted commercial bits (signing merchandising deals and the like) don't add as much as you'd have thought. Definitely third of the three. ★★★★

UNIVERSE
Core £35

OPEN THIS DOOR SUBVERSIVE HUMANOID!

AP41 21% JN
A point-and-click game so poor you'll want to volunteer for the Army rather than play it. ★

VALHALLA – BEFORE THE WAR
Vulcan £35

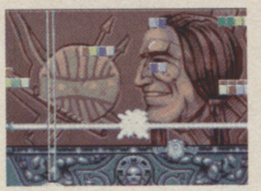


AP47 19% JN
The unspottable traps have gone, but the tedium remains. Four gigantic, obstacle-cluttered levels lay before your shambling, hamstringed would-be assassin, levels replete with embarrassingly simple-minded puzzles and people who give you silly objects. The use of speech is terrific, there are some entertaining puns and you can wander far and wide without obviously being blocked off, but all atmosphere is lost due to bunging hi-tech electronics into the mediaeval setting without justification, and you'll plod through to the end in a weekend. Horribly dull. ★

VIROCOP
Renegade £26

AP51 81% CW
And it's a big 'Hello Nurse' to Graftgold's (probably last) Amiga game, a sort of *Chaos Engine* set inside a computer, but we'll forgive it that. Flawless presentation and a hoot of a two-player mode (one drives, the other controls the tank turret) perfectly complement the spot-on level design and (yes!) immaculate attention to detail. And it's hard drive-installable. But – oh no! – somehow, peculiarly, there's no real feeling of danger as you play. It's all much more pleasant than, for example, exciting. ★★★★

VITAL LIGHT
Millennium £30
AP48 11%
Appalling shoot-'em-up masquerading as a puzzle game. Watch a falling line of blocks, count the blocks to ascertain the dominant colour, select that colour to fire from your rotating gun so you destroy the line in the shortest time, turn your attention to the next line of blocks. Almost unbelievably there's no facility for planning ahead, which is surely the most basic requisite for a



puzzle game. The two-player and tournament options add nothing. Repetitive and boring and horrid. ★

VOYAGES OF DISCOVERY
Kompart £30

AP44 52% RP
Takey-turny naval-based wargame scuppered by no short-term goals and no 'feel' of competitive play, even though it supports up to four 'captains'.
★★

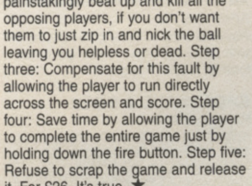
WHIZZ
Flair £26

AP49 41% RD
Ostensible isometric-3D platformer which turns out, in fact, to be a maze game. Ridiculous time limits rob you of the chance to go exploring, the fact your 'spin' attack is not only ineffective against certain monsters but TAKES AWAY SOME OF YOUR ENERGY is extremely silly, and the semi-sentient controls frequently decide you didn't really want to go that way and correct your foolish mistake. Could have been great. ★

WILD CUP SOCCER
Millennium £26

AP40 14% CW
How to kill a good idea about football with a strapping dose of violence. Step one: Present the game in incredibly acute isometric 3D so it's stupendously difficult to see what's going on and inconceivably hard to make accurate passes. Step two: Implement the football mechanics in a fantastically terrible manner, so that you have to painstakingly beat up and kill all the opposing players, if you don't want them to just zip in and nick the ball leaving you helpless or dead. Step three: Compensate for this fault by allowing the player to run directly across the screen and score. Step four: Save time by allowing the player to complete the entire game just by holding down the fire button. Step five: Refuse to scrap the game and release it. For £26. It's true. ★

WORLD OF SOCCER
Challenge £20



AP40 5% SM
It's a football management game. Written in BASIC. By programmers who can't spell. Or write football management games with the least modicum of imagination. So perhaps not surprisingly we don't like it. Very much. At all. You'd be better advised to stick your head in a vat of sulphuric acid than to contemplate buying (let alone actually playing) this so-called, self-styled 'game'. ★

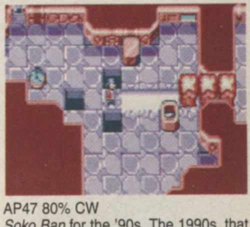
WORLD CUP USA '94
US Gold £26

AP41 20% SM
Terrifyingly awful overhead-view footy game in the rash of footie games this year with every fault imaginable ranging from eleven minute loading times, through hopelessly fiddly tackling, to 100% successful passes that reduce the game to kicking the ball from one end of the pitch to the other. Quite possibly the most shameful release of last year. ★

X-FIGHTER CD32
Thalion £XX

AP51 60% JD
A worthy attempt at a beat-'em-up, with 32 fighters, worthy computer opponents, combos, 'special' special moves and the like. Regrettably, it's been astonishingly poorly programmed, with intrusively horrible, jerky presentation and shabby collision detection. You don't care about the generic streets-of-Detroit characters, either. Buy *Shadow Fighter*.
★★

X-IT
Psygnosis £20



AP47 80% CW
Soko Ban for the '90s. The 1990s, that is. No, hang on. In truth a push-block fill-hole puzzle game with all sorts of 'new' obstacles, features and things to pick up and use, and with nary a fault beyond the typical ones of stringent time limits and (remarkably pointlessly) lives. We've not seen a puzzle game for ages, but this is a good example of the type.
★★★★

ZEEWOLF
Binary Asylum £30

AP44 90% (A1200) 74% (A500) JD
Terrific helicopter arcade game that looks like *Zarch* (3D patchwork polygons) and plays like a terrific helicopter arcade game. 32 excitingly difficult missions, fantastic flying effects, glorious explosions, lots of differing missions, machine guns, rockets, air-to-air missiles, accidentally shooting down your allies, bullets hitting the water, one disk. It's awkwardly slow on an A500 (so knock off a star for that), but completely splendid on a 1200 machine.
★★★★★

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- *Double Dragon 3* £14. *Days of Thunder, Back to the Future 2* £9. *Little Puff* £3.

Karen Mullay (01595) 694926

- *War in the Gulf, Graham Gooch Cricket, Nick Faldo Golf, Operation Stealth* £5 each. All boxed originals.

Brian Gregory (01332) 772480

HARDWARE

- A600, 1084 colour monitor, over £1500 worth of games. Offers around £400.

Geoff Glendenning (0181) 965 0968

- Amiga 500 1Mb, Cartoon Classics pack, DPaint 3, selection of games and joysticks.

Sharon Reynolds, 72 Witley Avenue, Moreton,
Wallasey, Merseyside, Wirral L46 8UT

- A500+ 2Mb, external drive, large amount of software and mags, almost new £160. Philips monitor (Mk 2) £90.

David Warrington (01638) 664058

- A1200 as new, stereo monitor, boxed software, external drive £250 including postage and packing.

Darren Andrews (01322) 664136

- Supra 'fax' modem (14,400 bps) and software. Boxed with manuals £75 ono.

Stephen Groves (01422) 206604

- A600, manuals, 2 joysticks, mouse and games £175 ono. Buyer collects (Grimsby).

Michael Schofield (01472) 884412

- A1200 Desktop Dynamite pack £200. 120Mb hard drive £120. Tsound sampler £15.

Paul Stormont (01308) 868535 (after 4pm)

- A1200 with mouse, 8-bit sound sampler, Squirrel SCSI, Cheetah bug joystick, second disk drive, 150+ disks – games and serious software, excellent condition £450.

Paul Watson (01226) 755788

- CD32 with £350 worth of games, 2 control pads, 15 demo cds + cd wallet, boxed and perfect £190.

Stewart Paterson (01750) 32259

- Seikosha SP-1900+ with spare ribbon and paper, mint condition £80 ono.

Andrew Phillips, 33 Pantygwydr Road,
Uplands, Swansea SA2 0JA

- Mega Drive 2 with manual, 7 games: *Earthworm Jim, Micro Machines 2, Fifa '94, Sonics 1, 2&3* and *Mega-lo-mania* £170 ono.

James Roberts (01904) 637069

- A1200 vgc, complete in box with 2 disk boxes, new mouse + original mouse, mouse mat, games including *Theme Park, Premier Manager 2* and *Overdrive* £350 ono.

Daniel Marriot (01255) 433496

- SNES, 3 joypads, 5 games including *Desert Strike* and *Striker*, all boxed £150 ono.

Daniel Huntley (01732) 823584

- A1200 with various games including *Roadkill* and *Guardian*, hardly used, quick sale needed £330 ono.

Derrick Gossett (0181) 451 6627

- A600 Wild, Weird and Wicked pack, joystick, mouse and additional software including *Cannon Fodder*, plus TV and computer dust covers £200.

Michael Grant (01698) 383495

- A1200, 1084ST monitor, joystick, manuals, £300 worth of games (including *Cannon Fodder* and *Micro Machines*) plus *Home Accounts* and *Mini-Office* £340 ono.

David Andrew (01633) 220501,
david@wayout.demon.uk

WANTED

- A1200 4Mb trapdoor memory expansion. Willing to pay £100 cash, come on please, someone help.

Daniel Garnett (01243) 373596

- *Silent Service 2* original version (NOT recently released budget version).

Michael Warren (01902) 751684

- *The Clue* desperately needed. Pay £15 or swap *Dune 2* or *Premier Manager 3*. Boxed originals.

Geoff Bowen (01789) 720484

- Clue book or complete solution for *Pools of Darkness*. I also have solutions for other RPGs (limited selection).

Paul Ward, 61 Moor Grange Court, Moor
Grange, Leeds, West Yorkshire LS16 5EB

- Scenario disk for *Bismark*.

Simon Dunn (01305) 823547

- *Blade of Destiny* hint book, will pay top price.

Paul Stopes (01622) 763624

- *Nitro*, original only with manual. Reply ASAP.

James Roberts (01904) 637069

- *Captive*, original with instructions. Will pay sensible amount.

David Sleator (01868) 740480

- Will offer vast sums of money for *International 3D Tennis*.

Mark Cooper (01425) 655996

- *3D Construction Kit 2* with video.

David Whittin (01494) 711929

- Mega Drive and games, also want Amiga games such as *Jungle Strike, FIFA* and *Flight of the Amazon Queen*.

Jonathan Docherty (0141) 9596402

- AMIGA POWER issues 45 and 32. Will pay £5-6 for the pair. Also a boxed copy of Dune (film). Will pay £10 ono.

Tim Causer (01445) 731204

SWAPS

- I will swap my *Chuck Rock 2, Alfred Chicken* and *Birds of Prey* all for either *SWOS, Mortal Kombat 2* or *Valhalla*. Boxed originals only.

Chris Manton (01280) 703151

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☐ Software ☐ Hardware ☐ Wanted ☐ Swaps ☐ Pen-pals

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September 1995

- *Monkey Island 1 & 2* for *Theme Park* or *UFO.*
Daniel Rosenfeld (01209) 890264
- *Secret of the Silver Blades* and/or *Champions of Krynn* for either *Death Knights of Krynn* or *Dark Queen of Krynn.*
Paul Ward, 61 Moor Grange Court, Moor Grange, Leeds, West Yorkshire LS16 5EB.
- My AGA *Heimdall 2* or *Cruise for a Corpse* for *Beneath a Steel Sky* or AGA *Bloodnet.* Originals only. **Adam Newton (01606) 593124**
- My Super NES with 5 games and control pad for your A500+ or A1200, mouse and joystick, with or without games.
Jabran Ashgar (0181) 5147160
- Do you use your Amiga to write techno tunes? Want samples? Send your samples and I'll send mine in return.
Equazion, 20 Montrose Way, Dunblane, Perthshire FK15 9JL
- My *Chaos Engine, Zool, New Zealand Story, WWF Rampage, Battle Chess* for *Ultimate Soccer Manager, Theme Park A500.* May accept 2 for 1.
Russell Billingham, 16 Radford View, Plymstock, Plymouth PL9 9EA
- My *Nippon Safes Inc, Combat 3, Premier Manager 3 A1200* for your *Exile A1200, Civilisation A1200* or *Pinball Illusions.*
Allan Brown, 30 Peacock Street, Walworth, London SE17 3LF
- My *SWOS, Mortal Kombat* and other soccer games for *Indiana* and other good adventures plus tennis games.
Lee Pootes (01925) 837534

PEN-PALS

- Hi. I am 18 and like computers and music. I am looking for a female pen-pal (aged 16+) also from Northern Ireland who is into anything except rave 'music'. 100% reply.
Gavin Smith, 14A Innisfayle Gardens, Belfast, Northern Ireland
- Yo! I'm a 12-year-old boy looking for male or female pen-pals to swap games, tips etc. Picture would be nice.
Alan Sampson, 59 Knighton way Lane, New Denham, Bucks UB9 4EQ
- Male, 20, wants girl 17+. Send a photo and get a game! Own A4000. Do not delay. 100% reply.
Wajdy M Al-Zayer, KFUPM 7550, Dhahran, Saudi Arabia
- 16-year-old male seeks female 15+. Interests include loud music. 110% reply, photo appreciated.
Lee Johnston, 3 Sutcliffe Court, Darlington, Co Durham DL3 0JB
- Pen-pals, the final frontier. 13-year-old trekkie seeks similar Star Fleet humanoids. Likes: my A1200, PD, indie. AND NO BORG.
Captain Graham Mulderig, Redworth View, Main Street, Shipton by Beningborough, York YO6 1AA
- I'm an A500 owner and looking for pen-pals from anywhere to swap games, tips, etc.
Sergio Galiano, Urb Parque de la Vega, C/ Boabdil 9, Hijar, Las Gabias, Granada, Spain.
- Pen-pals wanted who like adventure, strategy and soccer management games. I own an A600.
Chris Muckell, 20 Eaves Road, Dover, Kent CT17 9LX
- Hi. 16-year-old male seeks female (15+) for swapping games and things. Write now, you know you want to. Interests include music and going out having fun.
James Clark, 70 Beaumont Rise, Worksop, Notts S80 1YG
- I'm a 21-year-old A500 owner and would like pen-pals any age to swap games or just chat. I'm also a bit of a trekkie. Reply Guaranteed.
Oisin O'Reilly, 126 Upper Glenageary Road, Dunlaoire, Co Dublin, Ireland.
- Any girl wanted as pen-friend aged from 14 to 16. Send photo if possible. 100% reply.
Brian Gilchrist, 4 Wester Kepp, Arnprion, Stirling FK7 3HO
- Wanted. Amiga owners of any age or sex who are interested in PD or music. I own an A1200 and a CD32.
Trevor Williams, 4 St Denys Close, Stanford-in-the-vale, Faringdon, Oxon SN7 8NJ
- 22-year-old A600 owner seeks 19+ female pen-pal into computers to chat, swap tips, disks, etc. Preferably from Ireland or USA. 100% reply.
Paul Swan, 49 Leafield, Hallcroft, Retford, Notts DN22 7LT
- I need more pen-pals. Any age, any sex, no sanity. Must be mad and sad. I'm a 16-year-old male looking for people to talk to about crap and the taste of celery too.
Andrew Stanley, 79 Richmond Hill, Luton, Beds LU2 7JQ
- 17-year-old male seeks A1200 male/female pals. I like sci-fi and the Amiga of course. Come on, don't be shy…
Pedro Bastos, Rua Mestre Antonio Martins 11, 1: ESQ, 1170 Lisbon, Portugal
- 12-year-old male seeks a male A500 owner for swaps, cheats and tips. Likes football.
Chris Stirling, 20 Ballyversal Road, Coleraine, Co Londonderry, Northern Ireland BT52 2ND
- 20-year-old looking for A500 freaks especially females 16-25. Will swap advice on games.
Alan Keary, 283 Litherland Road, Bootle, Merseyside L20 5AX

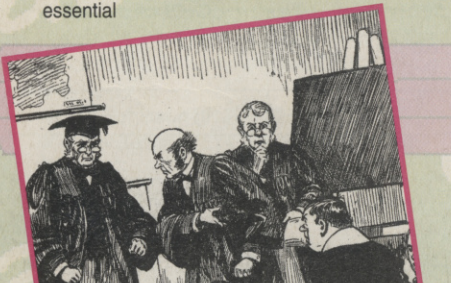
Summer holidays, eh? It seems as if summer holidays are never more than three days old before shops start hanging signs advertising back-to-school stuff. It is, of course, because the elderly lonely management of the shops had terrible schooldays and don't want to see anyone else enjoy theirs. We, your friends, respect your leisure time, even though we have trouble grasping the concept. We have, therefore, waited until almost the middle of August for the inevitable....

Back To School with AP

It's coming up to the end of the holidays. Well, clearly it's not, but at least it's less near the beginning than if we were a shop. As your thoughts turn to the new term – perhaps even at a new place of education – you will be wondering how to make an impression. How to bob above the crowd like a small bird attempting to monopolise a squirming beetle. What, in short, you should TAKE WITH YOU.

PRIMARY SCHOOL

THE LOOK – A uniform is compulsory, as are badges and 'merchandise'. DO NOT buy mainstream merchandising. EVERYONE will have Batman stuff. Stand out from the crowd with a Ronald McDahmer lunchbox or a Tricky Tim McVeigh's Contrary Construction Kit Playset.
THE ACCESSORIES – A copy of AP, while tediously predictable, is an essential commodity for a new bug. We write it for ourselves, and flaunting it as a ten-year-old – perhaps arranging for it to fall momentarily from your bag while both your hands are occupied elsewhere – will instantly lend you a gravity beyond your years. If at a private school, a copy of The Gem circa 1912 will equip you with all the racism, elitism, sexism and general loathing for any non-white cricket players you need for later life.



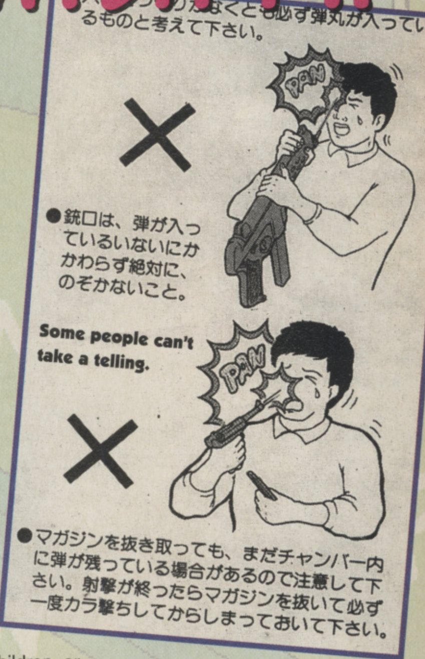
"This boy is fat, Headmaster. I trust I can rely upon the boys to persecute him."

SECONDARY SCHOOL

THE LOOK – Still a uniform. STAND OUT by NOT wearing red socks. It's a teen thing.
THE ACCESSORIES – A set of Wordsworth 'odd' dictionaries (Intriguing Words, Difficult Words, The Occult, Foreign Words in English) is an essential tool. Employ sentences such as "Sphingine in his questioning, More secured a confession of myomancy" and invest your history essay with that proper ring of decisive, progressive, knowledgeable authority. Rigging a portable Amiga by combining high break-point webbing, a small television set, the machine itself and some heavy-duty lead batteries will gain you points with the Game Boy/Game Gear crowd, and further the life of a venerable old joke.

COLLEGE

THE LOOK – Slovenliness is DEMANDED at 'uni', so make a point of wearing a tux at all times.
THE ACCESSORIES – Killer (the slaughter-your-friends-with-cardboard-weapons Game Of Champions), juggling balls, BB guns (perfectly safe as long as you don't fire them at small Japanese children, or something). DO NOT be denied your uni right to riot against the Government even though Britain is involved in few "police actions". SEEK OUT conflict and corruption – for example, the closure of a local library – and HOY THOSE MOLOTOVS.



くとも必ず弾丸が入ってい
るものと考えて下さい。
PAN
●銃口は、弾が入っているいないにかかわらず絶対に、のぞかないこと。
PAN
●マガジンを抜き取っても、まだチャンバー内に弾が残っている場合があるので注意して下さい。射撃が終ったらマガジンを抜いて必ず一度カラ撃ちしてからしまっておいて下さい。

Some people can't take a telling.

REMEMBER – schooldays are your formative years. OBEY US and become an individual.

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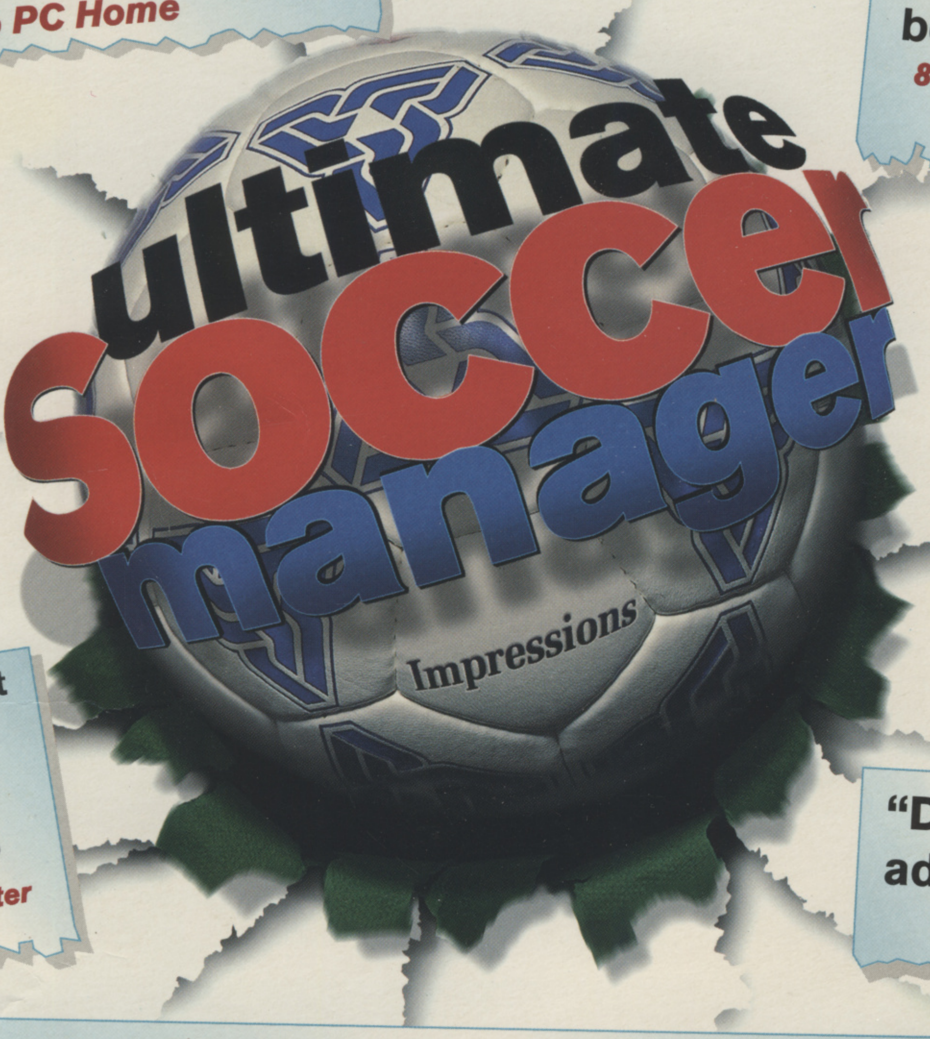
"My PM3 has just been relegated and USM promoted to the premier league of football management games" *84% PC Home*

"USM is the best yet" *85% PC Format Silver Award*



"Without doubt the best footy management sim we have come across" *94% Gamesmaster*

"Dangerously addictive" *89% PC Power*

"Get out there and buy it!" *92% Amiga Action Accolade Award*

"A highly playable management game with great options to play any team and do away with much of the boring finance" *84% PC Attack*

"Really, and when all's said and indeed done, a rather smashing footie management sim" *85% Amiga Format*

"If PM3 was Manchester United, then Ultimate Soccer Manager has set its roots in Ewood Park with Blackburn Rovers" *8/10 PC Review*

*All Format Gallup Chart

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Soccer
Manager
Impressions

"USM is the best yet"
85% PC Format Silver Award

"Dangerously addictive"
89% PC Power

y it!" 92% Amiga Action Accolade Award

"Really, and when all's said and indeed done, a rather smashing footie management sim"
85% Amiga Format

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AMIGA POWER ISSUE 53 SEPTEMBER 1995

THE ORANGE GETS HIM AGAIN

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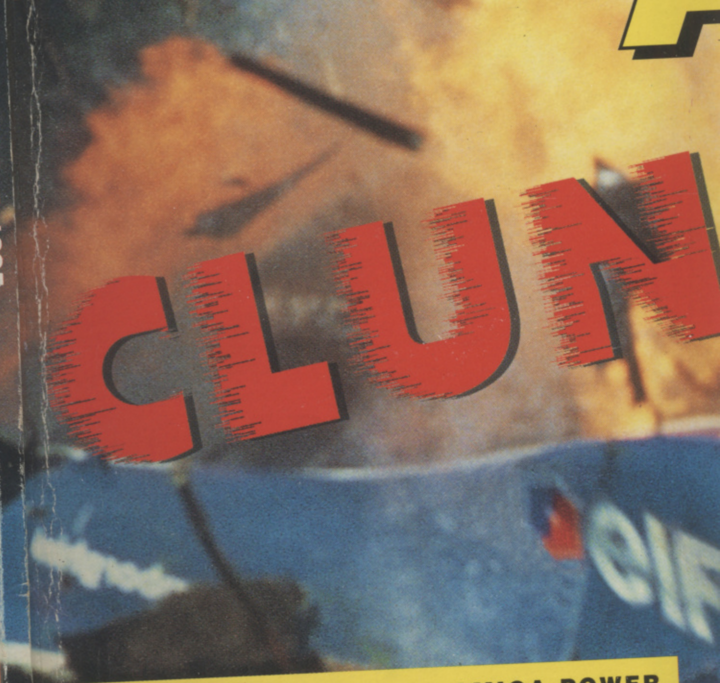
A MAGAZINE WITH ATTITUDE



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1

BEHIND THE IRON GATE

Two big blue levels of Kompart's Doom-style maze-'em-up for you to treasure (and play). Destroy the alien robots. Kill their sinister friends. Survive.

AMIGA POWER

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The ultimate (literally) Sensible game (on the Amiga) and we've got it just because we love you. Watch trains – And! spot them.

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Transform your dusty old Gravity Power levels or create brand new ones from scratch with this extraordinarily easy to use utility. At long last.

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